ALL-MADDEN

SPORTS™

MADDEN NFL™ 2001

EVERYONE

CONTENT RATED BY ESRB

OFFICIALLY LICENSED PRODUCT

PLAYERS INC

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the Controller Ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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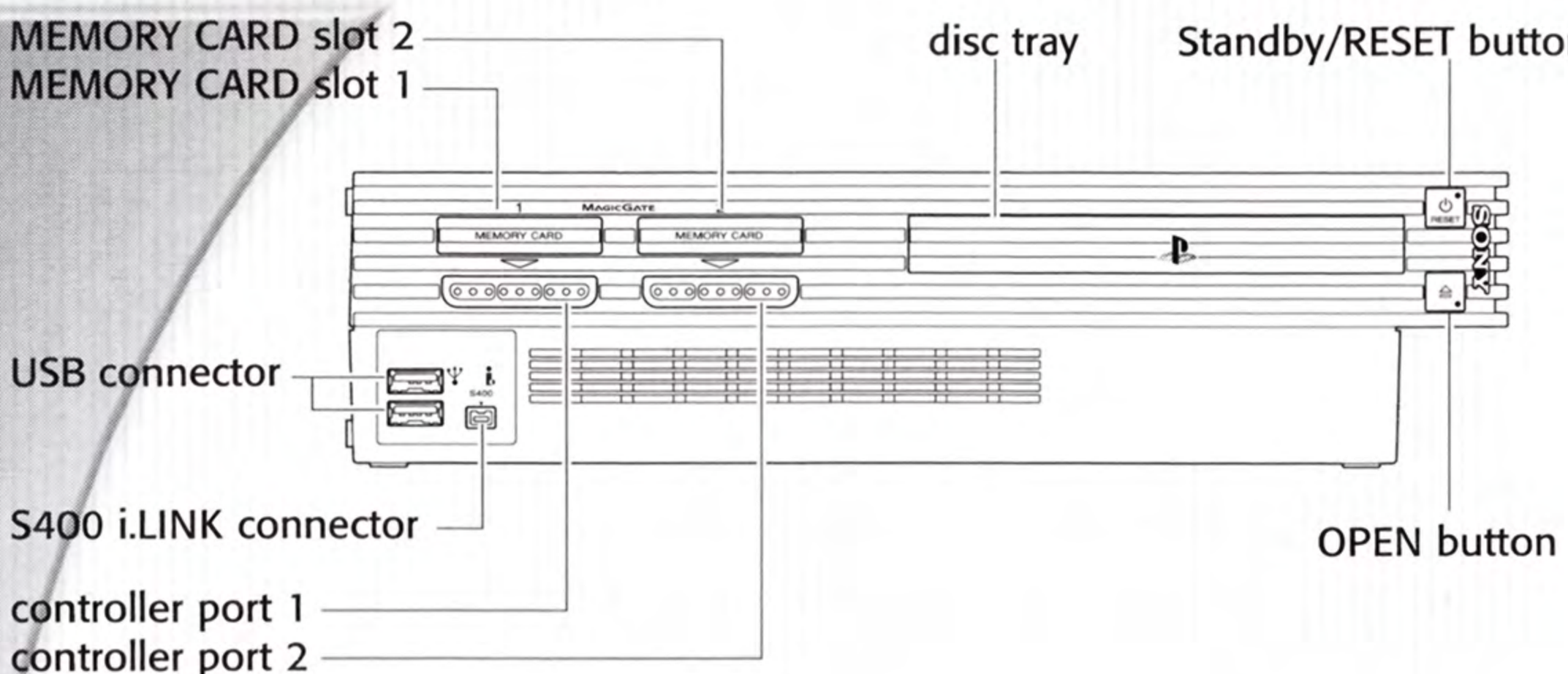
GETTING STARTED

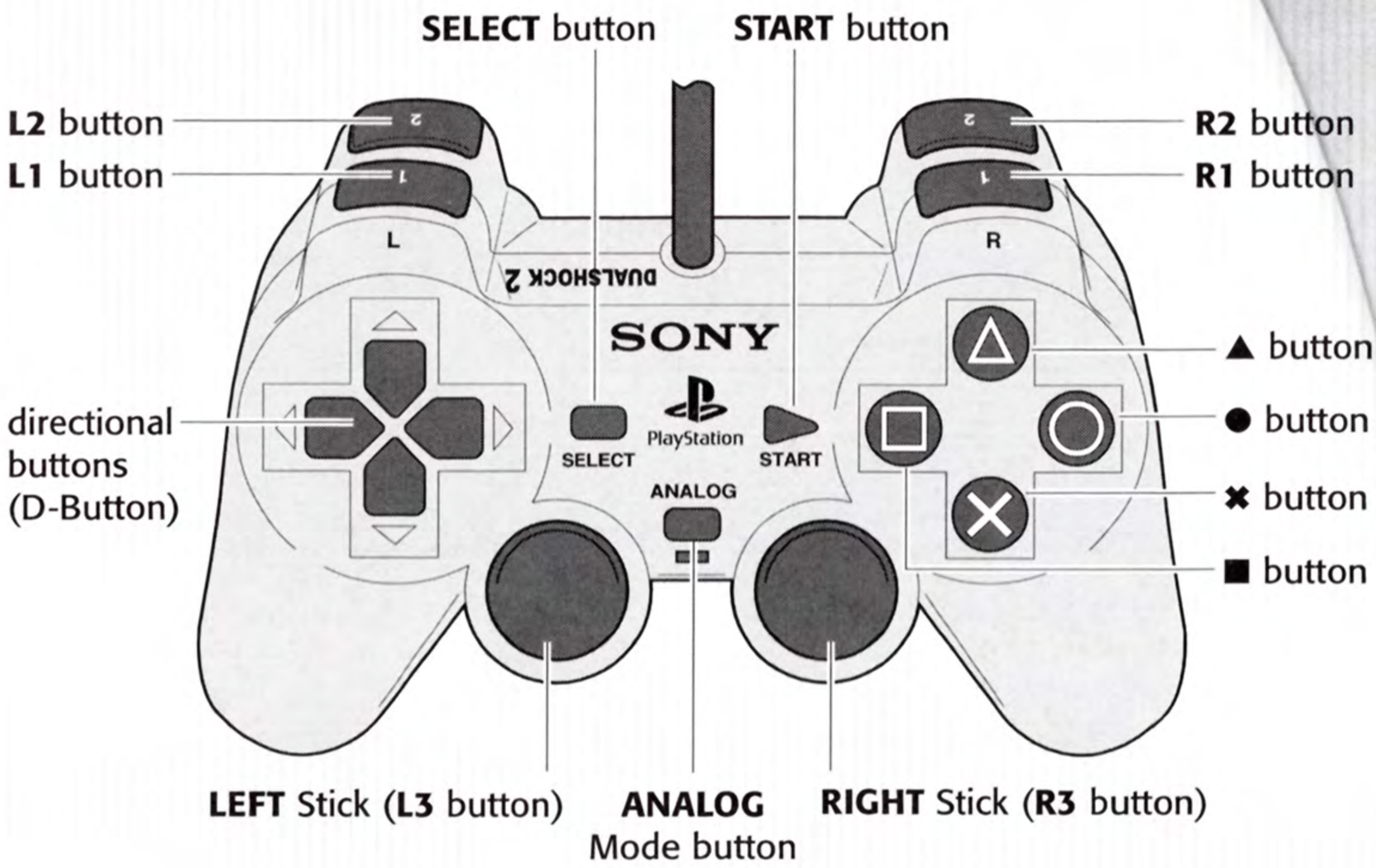
PLAYSTATION 2 CONSOLE



1. Set up your PlayStation 2 console according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the Standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Madden NFL™ 2001* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this software manual for information on using *Madden NFL 2001.*

COMMAND REFERENCE

DUALSHOCK™ 2 analog controller



MENU CONTROLS

Highlight menu item	D-Button or Left Stick ↕
Change highlighted item	D-Button or Left Stick ↔
Select/Go to next screen	✖
Cancel/Return to previous screen	▲
Help menu	■

BASIC CONTROLS

Learn these basic *Madden NFL 2001* controls and get "in the game."

PLAY SELECTION

Cycle **sets** and **formations**	D-Button or Left Stick
Select **sets** and **formations**	✖ or **R3**
Select play	D-Button or Left Stick ↕ and then ■, ✖, or ●

KICKING

Start **kick meter**/**Kick** the ball	✖ or **R3**

OFFENSE

Snap the ball	✖ or **R3**
PASSING:	
View available receivers	✖
Throw the ball	✖, ■, ●, **L1**, or **R1**
Move player/Run	D-Button or Left Stick

DEFENSE

Switch players	✖ or **R3**
Move player/Run	D-Button or Left Stick
Power **tackle/Dive**	■ or Right Stick ↓

GENERAL GAMEPLAY

Pause game	**START** button
Call **timeout**	**SELECT** button

NOTE: In addition to these basic moves, *Madden NFL 2001* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about all gameplay controls, ➤ *Complete Controls* on p. 6.

INTRODUCTION

The king of the video gridiron comes to life for the first time on the PlayStation 2 console...

EA SPORTS™ is proud to present, *Madden NFL 2001.* With legendary Madden gameplay and eye-popping, in-your-face graphics, experience all the speed, power, and emotion of the National Football League. This is Madden. This is football.

GAME FEATURES:

- **Real NFL Player Models**–Accurate player sizes with position-specific accessories including different facemasks, eye black, turf tape, gloves and more.
- **Real NFL Emotion**–Authentic facial expressions let you stare into the eyes of a blitzing linebacker and experience the concentration of a diving receiver. *Madden NFL 2001* puts YOU on the field.
- **Real NFL Coaches**–With their signature playbooks, unique play styles, and actual voices, NFL coaches pace the sidelines, jaw with officials, slam clipboards, and more.
- **Real Madden Style**–Compete for in-game Madden Cards that unlock hidden players, stadiums, and power-ups. Then trade or risk Madden Cards to get the extra edge.
- **Real Old School Teams and Players**–Fifty of the NFL's greatest players and every All-Madden team plus old-school teams with old-school uniforms and old-school attitude.
- **Real Football AI**–Tested by NFL players, Madden takes NFL gameplay to another level with the toughest AI on the PlayStation 2 console.

For more info about *Madden NFL 2001* and other titles, check out EA SPORTS on the web at **www.easports.com**.

COMPLETE CONTROLS

NOTE: You can play *Madden NFL 2001* in Analog mode. When **ON**, a red light illuminates from the mode indicator on your controller.

OFFENSE (BEFORE THE SNAP)

Coach's Cam (View receiver routes)	**R2** + D-Button or Left Stick
Fake snap	●
Call an **audible**	■ and then ■, ✖, ●, **L1**, **L2**, or **R1**
Flip play	■ + **R2**
Move **receiver in motion** (when available)	D-Button or Left Stick ↔
Crowd control	**L2**
Pan camera	**R1** + D-Button or Left Stick
Snap the ball	✖ or **R3**

✧ To cancel an audible at the line of scrimmage, press ■ + **L2** to run the original play.

To call a Hot Route:

1. Press ▲ at the line of scrimmage, then press the button symbol of the receiver whose route you want to change.
2. After the receiver's original route is cancelled, D-Button ↑ to send him on a fly pattern, D-Button ↓ for a curl pattern, or D-Button ↔ to run an in/out pattern. (You may use the Left Stick to change the receiver's route.)

To call man in motion:

1. While at the line of scrimmage, D-Button or Left Stick ↕ to highlight the receiver that you want to put in motion.
2. Press D-Button or Left Stick ↔ to send that receiver in motion.

RUNNING

Move player/Run	D-Button or Left Stick
Sprint	✖
Dive/QB slide	■
Jump/Hurdle	▲ or Right Stick ↑
Spin	● or Right Stick ↓
Juke left/right	**L1**/**R1**
Stiff arm left/right	**L2**/**R2** or Right Stick ↔

PASSING

View **available receivers**	✖ (after the snap)
Pass to the receiver with corresponding control symbol	✖, ■, ●, **L1**, or **R1**
Throw ball away	▲ + **L2** (while passing icons are up)
Toggle passing icons OFF/ON	▲
Route-based passing	**L2** + receiver symbol
Pump fake	**R2** + receiver symbol

ANALOG PASSING

Select receiver	Right Stick (in the direction of the receiver)
Pass the ball	**R3**

➥ To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.

➥ To throw a route-based pass, hold **L2** and press the button of the receiver you want to throw to.

✧ On a route-based pass, the quarterback leads the receiver based on the player's route instead of the current direction the player is running.

EA TIP: If your quarterback is under heavy pressure, press ▲ while he's still in the pocket and scramble for yardage. During your run, you can press ▲ again to bring up the passing symbols. However, once your QB crosses the line of scrimmage, he's not allowed to throw the ball downfield.

RECEIVING

Control intended receiver	✖ or **R3** (while ball is airborne)
Dive for pass	■
Jump for pass	▲ or Right Stick ↑

DEFENSE (BEFORE THE SNAP)

Cycle through defenders	✖, ●, or **L3**
Reposition player	D-Button or Left Stick
Defensive **line shift**	**L1/R1**
Coverage audibles	▲ then ■, ✖, or ●

Call an **audible**	■ then ■, ✖, ●, **L1**, or **R1**
Pump up crowd	**L2**

EA TIP: Coverage Audibles allows you to change the logic of the cornerbacks at the line of scrimmage. There are three levels of coverage audibles: The first (■) puts the cornerbacks into bump and run. The cornerbacks jam the receiver at the line of scrimmage for tight man-to-man coverage. The second (●) puts the cornerbacks 3-5 yards off the ball in loose coverage and the third (✖) puts the cornerbacks back into the original play logic.

DEFENSE (AFTER THE SNAP)

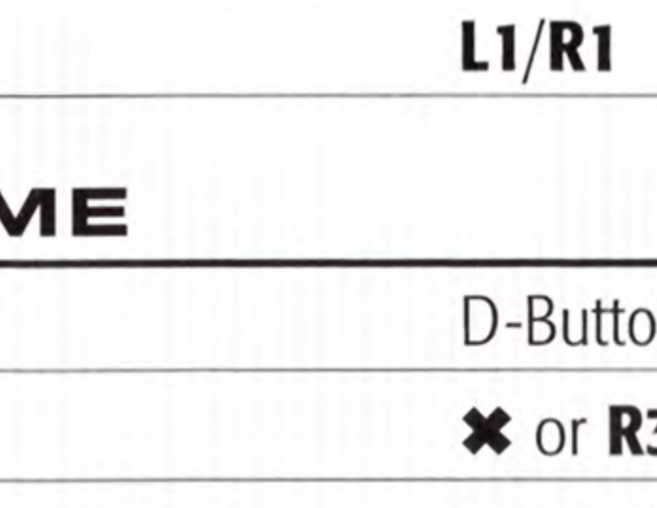
Control player nearest to the ball	✖ or **R3**
Move player/Run	D-Button or Left Stick
Dive	■ or Right Stick ↓
Sprint	●
Jump	▲ or Right Stick ↑
Strip Ball left/right	**L2/R2**
Special move left/right	**L1/R1**

KICKING GAME

Direction of kick	D-Button or Left Stick ↔
Start Kick Meter	✖ or **R3**
Kick	✖ or **R3**
Call an **audible**	■ and then ✖, ■, or ●, **L1**, or **R1**

KICKING THE BALL

When you are kicking the ball, whether it's for a kickoff, punt, or field goal, you will notice the kicking meter appears in the bottom left hand corner.



To kick the ball:

1. Press ✖ or **R3** to start the kick strength meter.
2. Then press ✖ or **R3** again to kick the ball.

✧ You can also aim your kick by using the D-Button or Left Stick. This must be done before you kick the ball.

EA TIP: For maximum strength on kicks and punts, press the kicking button when the kick strength meter is at its peak.

KICKOFF/PUNT RETURNING

Switch players	✖ or **R3**
Control return man	D-Button or Left Stick
Fair catch / Kneel (you must have control of the return man)	▲

SETTING UP THE GAME

MAIN MENU

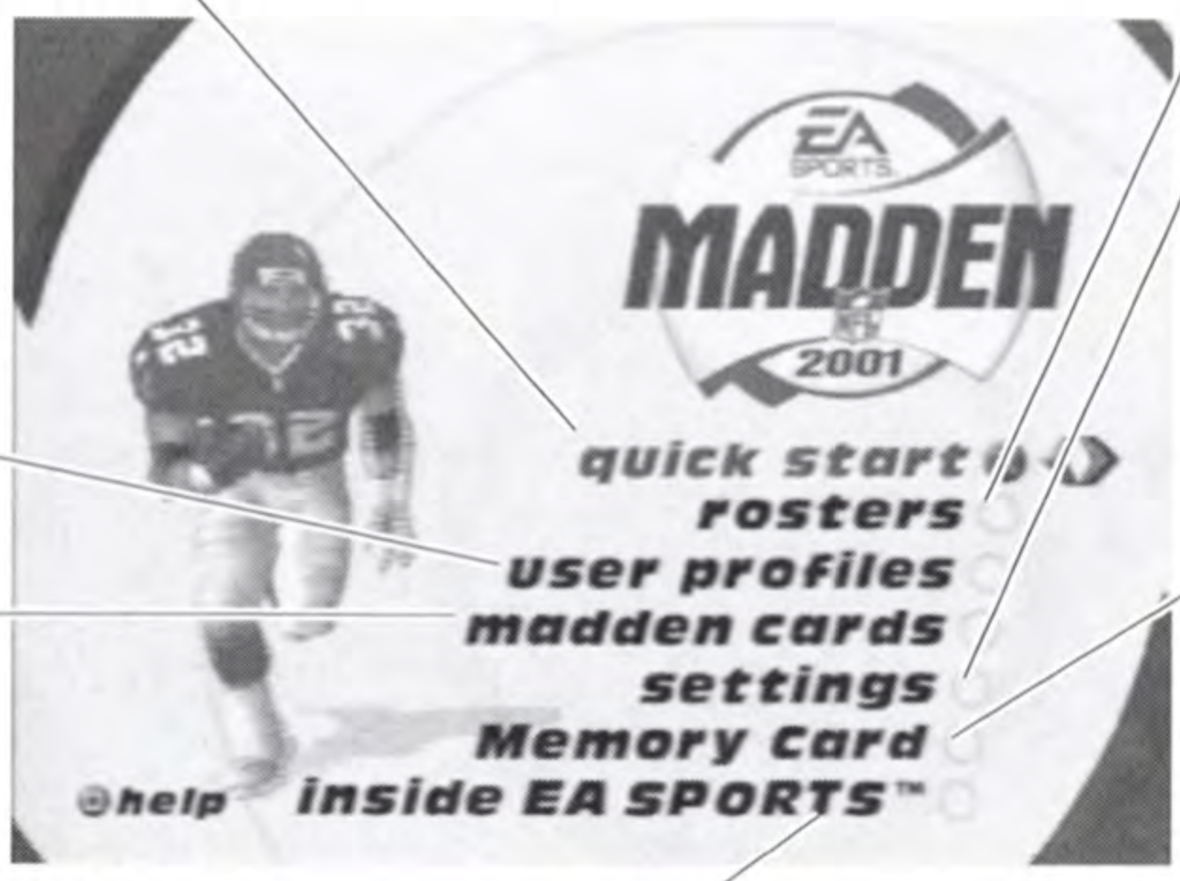
From the Main menu, you can choose the type of game you want to play or access a variety of game options. From playing an Exhibition game to running a Franchise, the power of *Madden NFL 2001* begins here.

GAME MODE: Quick Start a game, Play an Exhibition game, create a Season, operate a Franchise, run a Practice (➤ *Starting an Exhibition Game* on p. 10 or ➤ *Game Modes* on p. 17)

ROSTERS: Create players, View team rosters and depth charts, and trade and release players (➤ *Rosters* on p. 27)

USER PROFILE: Create a player profile, set audibles, view user stats and adjust user settings (➤ *User Profiles* on p. 31)

MADDEN CARDS: Check out your challenge status, view and trade cards (➤ *Madden Cards* on p. 32)



SETTINGS: Adjust the controller, customize AI, set sound options, and more (➤ *Settings* on p. 35)

MEMORY CARD: Save and Load games (➤ *Memory Card (Saving, Loading and Deleting)* on p. 38)

INSIDE EA SPORTS: Get a Season Preview™ and view game credits

NOTE: Default options are listed in **bold** in this manual.

STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams. Play four quarters of smash-mouth football against your toughest division rival or take on other league favorites. All 31 NFL teams plus classic teams from the past, all-time teams and NFL Europe teams are represented.

QUICK START

If you want to skip all the pre-game activities of an Exhibition game such as game setup and team select, Quick Start a game featuring the Rams and the Titans and get on the field and play.

To play a Quick Start game:

➪ From the Main menu, select QUICK START and press ✖. The Controller Select screen appears. Move your controller to the Home or Away team and press ✖. Highlight Play Game and press ✖ again. The teams take the field and the game begins. For more game-play information, ➤ *Playing the Game* on p. 13.

To start an Exhibition game:

➪ From the first list of game modes at the Main menu, scroll to EXHIBITION and press ✖. The Team Select screen appears.

TEAM SELECT SCREEN

Select the away and home teams for the game as well as the stadium that the game is played in. You can also change the time of day and affect the weather conditions.

AWAY AND HOME TEAMS

Toggle the Away and Home team buttons (D-Button ↔) and view the list of available teams. The team's logo and helmet appears on the Team Select screen once it has been selected.

SCOUTING REPORT

These statistical bars display the ratings for the home and away teams. Use this to help determine which teams make good match ups.

STADIUM SELECT (WEATHER AND TIME OF DAY)

Play your game at any NFL stadium throughout the league. From here, you can also select the time of day that the game will be played. Play a game during the **DAY**, AFTERNOON, at DUSK, or under the lights at NIGHT. You may also select the weather conditions for the game.

➪ To reach the Stadium Select screen, press ● from the Team Select screen.

NOTE: If your game is played in a dome stadium, you can't adjust the weather conditions.

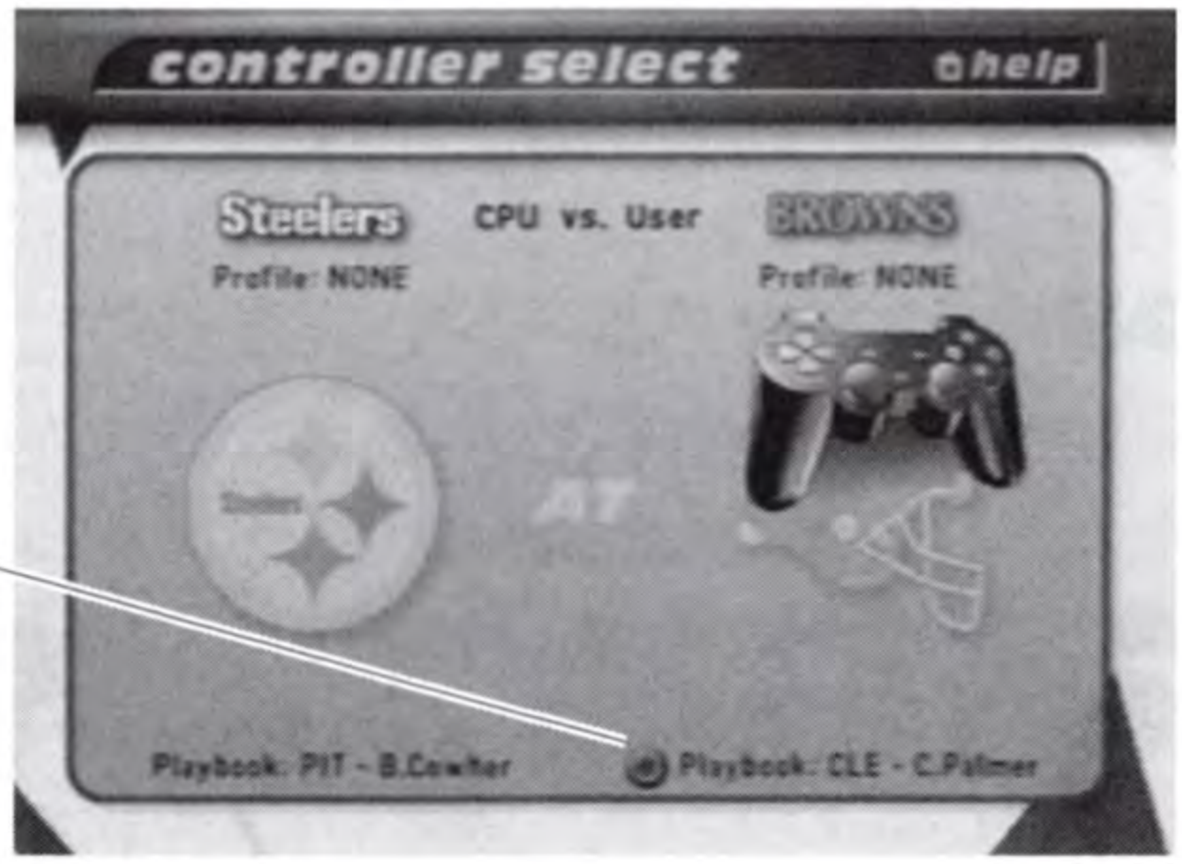
EA TIP: To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

➪ To reach the playing field, continue through the Controller Select screen (press ✖ to reach the Controller Select screen) after your teams are selected.

➪ To return to the Main menu from the Controller Select screen, press ▲.

CONTROLLER SELECT SCREEN

The Controller Select screen is where you select a team to control in the game. From here, you can also select a playbook.



Press ● to select a coach's playbook

To choose a team, D-Button ↔ and position the controller icon under your desired team

PLAYBOOKS

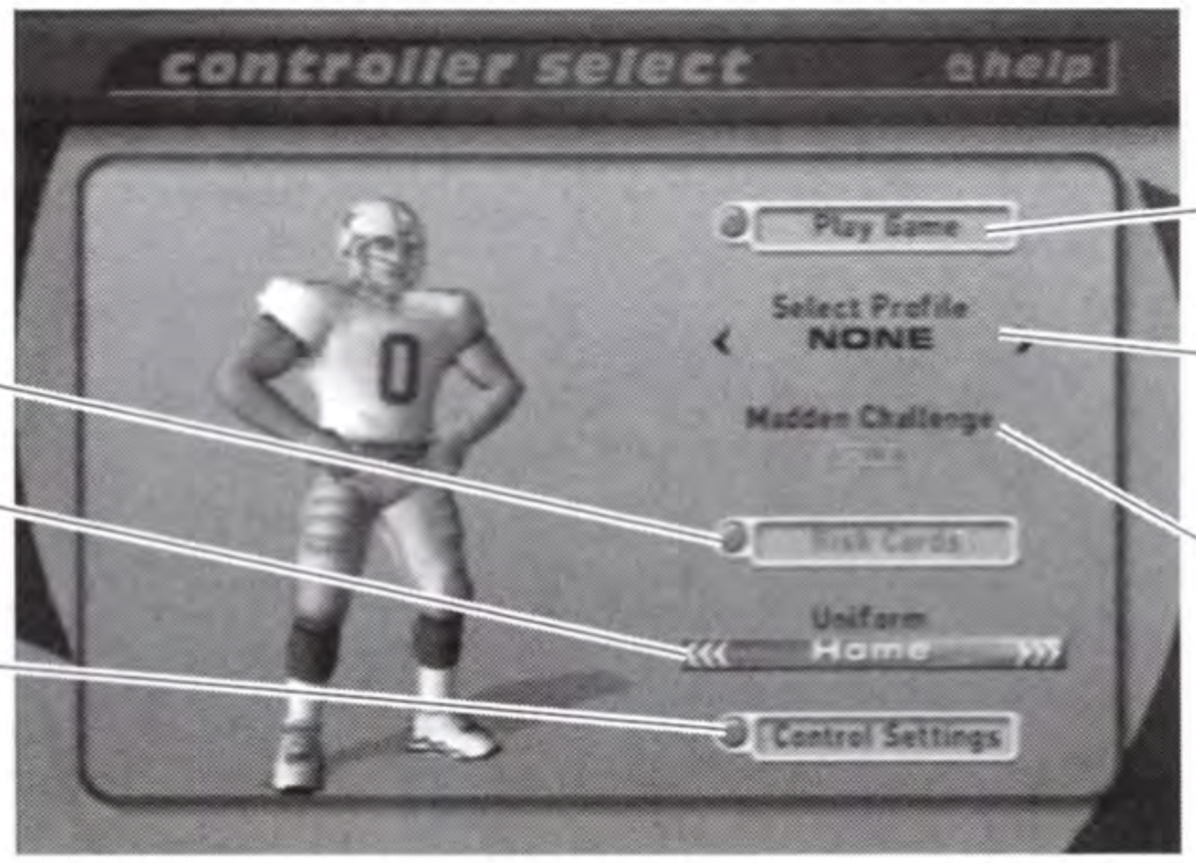
Select from a list of team playbooks in *Madden NFL 2001.* You can choose from any of the 31 true team playbooks as well as generic offensive playbooks.

➪ From the Controller Select screen, press ✖ to continue the Play Game screen.

NOTE: When running a CPU vs. CPU game, you'll skip the Play Game screen and head to the field.

PLAY GAME SCREEN

From the Play Game screen, get on the field and play. But before you go, you have the option to select your team jersey, select a User Profile, take the Madden Challenge, risk Madden Cards, and adjust your control settings.



SELECT PROFILES

You can attach an active User Profile to both the away and home teams. If an active User Profile is associated with a team during a game, the computer will keep track of the user's statistics. You can view the statistics at the end of a game from the User Profiles menu.

MADDEN CHALLENGE

Turn Madden Challenge **ON**/OFF. You will earn tokens for completing a variety of tasks or varying difficulty. These tokens can then be used to purchase a pack of cards.

RISK CARDS

Risk Cards allows you and your opponent to risk the chosen cards on the current game. For more information on Risking Cards, ➤ *Madden Cards* on p. 32.

UNIFORM

Select the jersey the home team will wear during the game. This list also includes throwback uniforms from the past. The away team will wear the opposite jersey type selected by the home team.

CONTROL SETTINGS

Select from one of four controller configurations. You can also turn **ON**/OFF your controller vibration feature from here.

➪ To reach the field, Highlight PLAY GAME and press ✖.

PLAYING THE GAME

After all the pre-game adjustments, the players meet midfield for the coin toss.

COIN TOSS

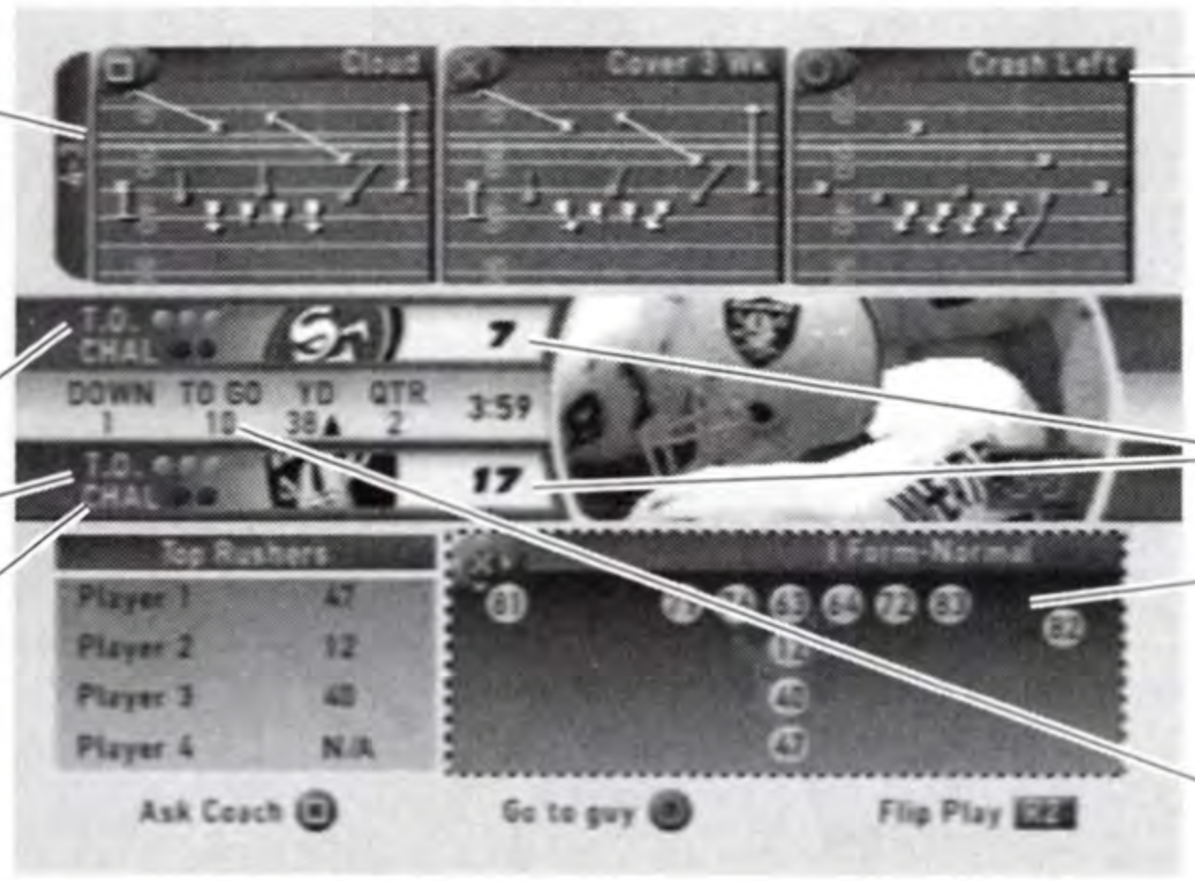
➪ Before the Coin Toss, the scouting report and playing conditions are displayed. To bypass this screen, press **START**.

The winner of the toss may choose to kick, receive, or defend a goal; the loser picks from the remaining choices.

PLAYCALLING SCREEN

Once the coin toss is decided, get ready for some hard-hitting, smash-mouth football.

From the Playcalling Screen, select the plays for your controlled team. From here, you can also see how much time is left on the clock, how many timeouts your team has, how many yards you need for a first down, and the score of the game.



To select an offensive or defensive play:

1. Use the D-Button to select a formation and set, then press ✖.

2. To select the desired play, press ■, ✖, or ●.

➪ To go back to the previous window, press ▲.

✧ Running plays are identified by green borders, and passing plays are identified by blue borders.

➪ To flip plays, press **R2**.

➪ To call a play from the header below the selection window, press **L2** + ■, ✖, or ●. To call a play from the header above, press **L1** + ■, ✖, or ●.

➪ To ask for coaching assistance on your next play, press ■.

➥ To choose plays designed for your Go To Guy, press ●, then use the D-Button to scroll through your list of Go To Guys. Press ✖ to view a list of plays featuring that player.

✧ Once the play is called, the offense goes to the line of scrimmage and the game continues.

NOTE: After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

EA TIP: When running a hurry-up offense, hold ▲ immediately at the end of a play (after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play. If you want your quarterback to spike the ball, hold ● to run a Stop Clock play.

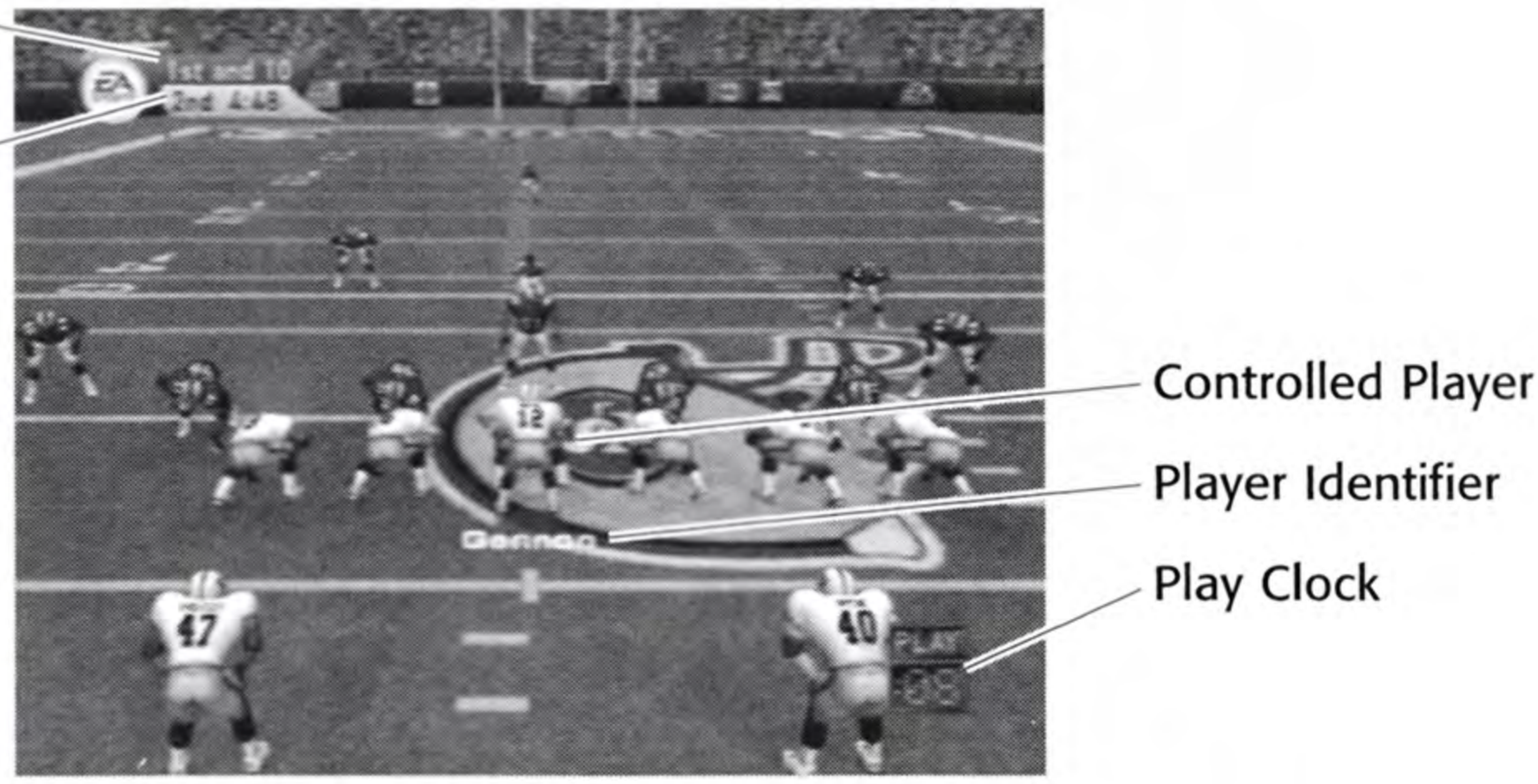
To select a Special Teams play:

1. D-Button to SPECIAL TEAMS and press ✖.
2. Select the desired play, then press ■, ✖, or ●.

✧ To learn how to kickoff, kick PAT's, and punt, ➤ *Kicking Game* on p. 8.

GAME SCREEN

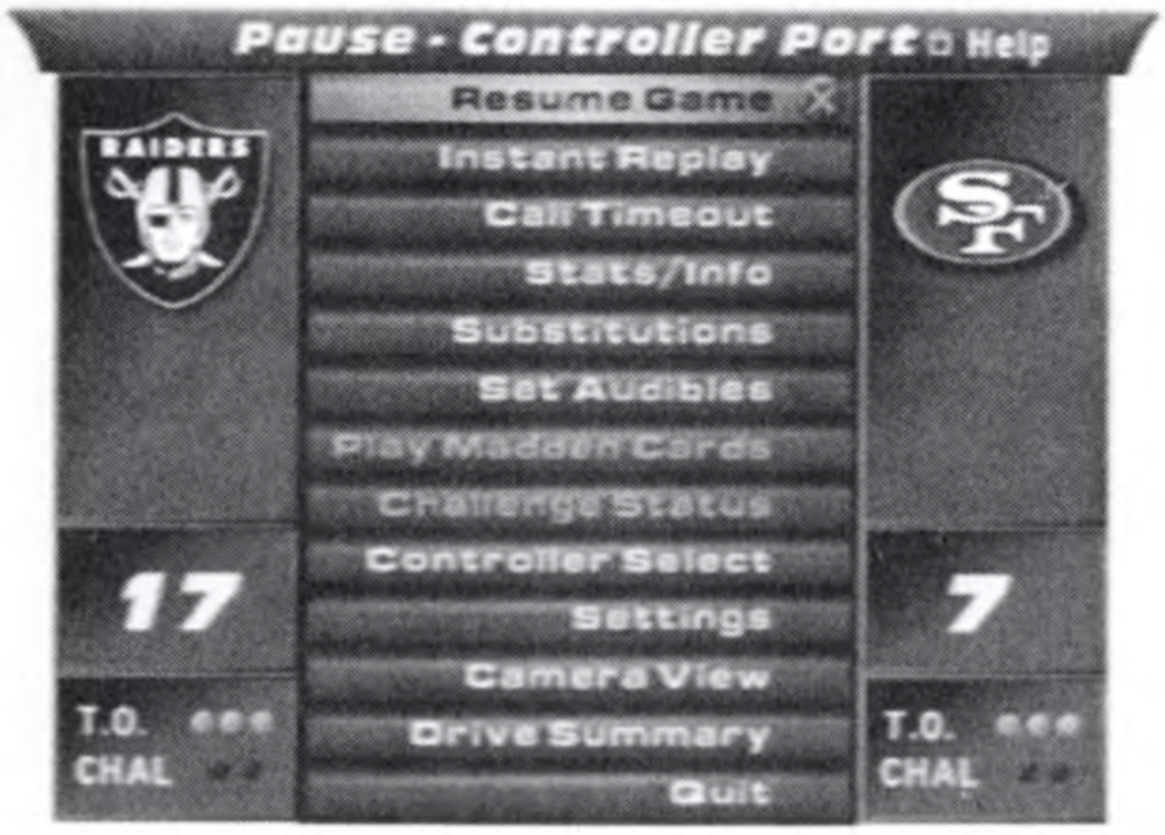
On the top left hand corner of the game screen, the game clock appears along with down and yards to go information. On the lower right hand corner the play clock appears.



✧ If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Hold the D-Button in the opposite direction of the arrow to bring the player onscreen.

PAUSE MENU

View game information in a variety of categories and re-adjust the game settings and options.



During the game, press START to reach the Pause menu.

RESUME GAME — Continue the current game.

INSTANT REPLAY — View all the action of the last play from every angle possible.

CALL TIMEOUT — Call one of three timeouts per half.

STATS / INFO

GAME STATS: View offensive and defensive team statistics.

INDIVIDUAL STATISTICS: View offensive and defensive player statistics.

INJURY REPORT: View the status of all injured players.

SCORE SUMMARY: View scoring summary for the entire game.

SUBSTITUTIONS

DEPTH CHARTS: Re-arrange the depth chart for all positions.

To change the order of the depth chart:

1. Highlight DEPTH CHART and press ✖.
2. Highlight a player from the depth chart screen (on top) and press ✖. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press ✖. The new player is inserted into the depth chart.

FORMATION SUBS: Arrange the personnel for a specific formation.

To sub:

1. Highlight FORMATIONS and press ✖.
2. Select an offensive or defensive formation (using **L2** or **R2** to scroll through the selections) and set (using D-Button or Left Stick ↕).
3. Select a position by pressing the D-Button ↔ in the formation section and pressing ✖ on the desired player.
4. From the Available Players list, highlight a player to be substituted in the starting spot and press ✖. The new depth chart is set.

SET AUDIBLES

Each team has 10 audibles – five on offense and five on defense.

To set an audible:

1. D-Button ↔ to select either OFFENSE or DEFENSE and press ✖. Your cursor moves to the play windows.
2. Highlight one of the audibles from the play windows and press ✖. The cursor moves to the formation window.
3. Select a formation, and then a new play from the bottom window and press ✖ to accept the new audible.

✧ To flip any audible, press **R2**.

PLAY MADDEN CARDS

Play any of the Madden Cards you have earned through Madden Challenge.

To play a Madden Card:

1. Scroll through your available cards and press ✖ on the card you want to play.
2. Press ● to flip the card over and view the back.
3. Select Play Card and press ✖ to activate that card.

CHALLENGE STATUS

View the current status of Madden Challenge. All tasks and tokens earned are displayed on this screen.

CONTROLLER SELECT

Re-select a team to control.

SETTINGS	Adjust your game settings. For more information, ➤ *Settings* on p. 35.
CAMERA VIEW	Set the camera view from one of five different angles.
DRIVE SUMMARY	View the stats from the current drive.
QUIT	Quit game and return to the Main menu.

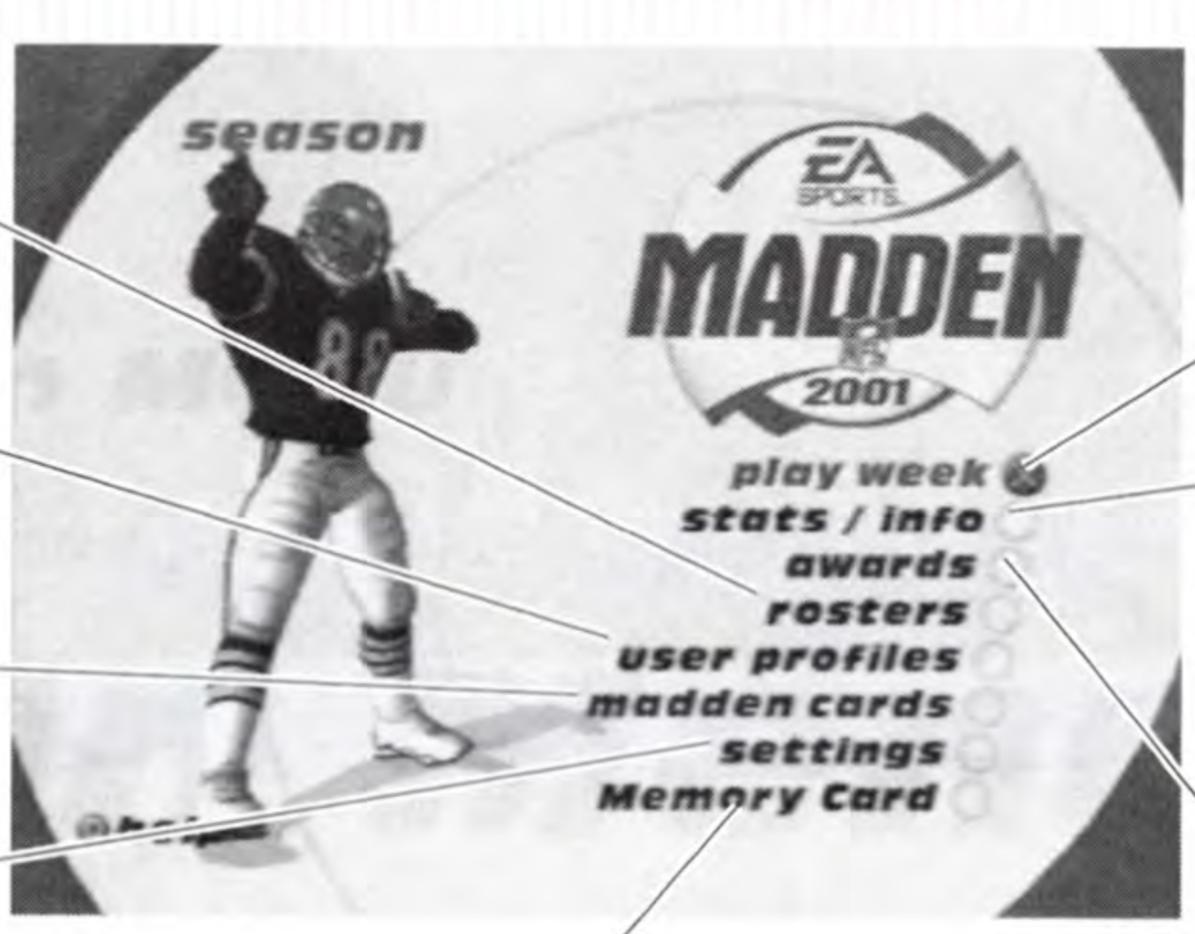
GAME MODES

In addition to Exhibition games, *Madden NFL 2001* features other game modes including Season, Franchise, and Practice.

SEASON

Test your endurance through a 16-game NFL season. Play a full season as one or all 31 NFL teams and bring home a championship. In Season mode, you play commissioner, general manager and coach. You set the rules, you make the trades and you control the entire season for 22 weeks. From week one, all the way to the Pro Bowl™, *Madden NFL 2001* is in your hands.

STARTING A NEW SEASON



ROSTERS: Make changes to the team rosters

USER PROFILES: Create or edit a User Profile

MADDEN CARDS: Access your Madden Cards

SETTINGS: Change your game settings

PLAY WEEK: Play or simulate a game on the schedule

STATS/INFO: View all the player and team stats, plus standings, team rankings and more

AWARDS: View the week-by-week league awards

MEMORY CARDS: Save, load and delete a season to/from your MEMORY CARD (8MB) (for PlayStation 2)

To begin a Season:

1. From the Main menu, toggle to SEASON and press ✖. A Season pop-up box appears.
2. Select NEW from the pop-up box and press ✖. Your new season is installed.

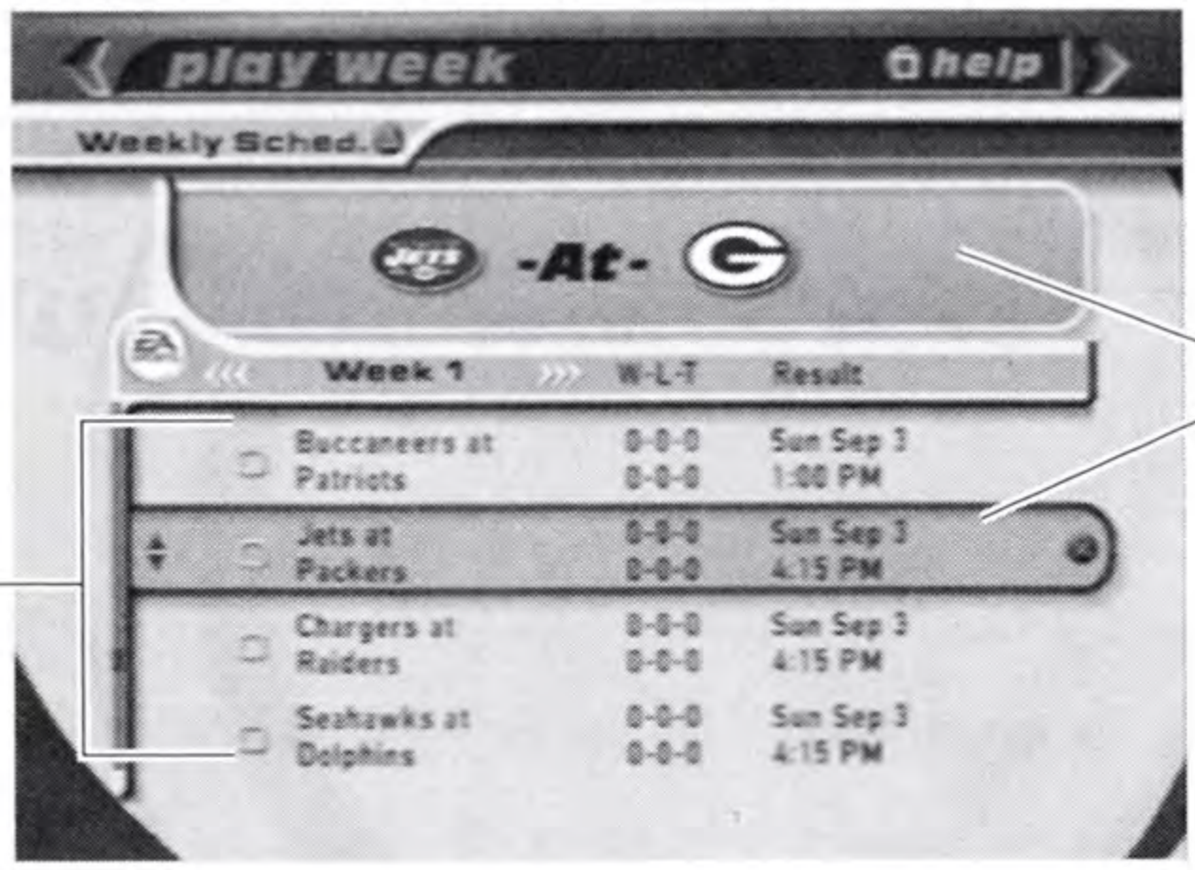
SEASON MENU

PLAY WEEK	This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that

	have been played. You can also view the team schedules, records, and results for the year.
STATS/INFO	Access all the team and Individual stats, team rankings, league standings. The injury report and league news is also available from the menu.
AWARDS	View weekly and yearly awards.
ROSTERS	View team rosters and make all player movements. For more information, ➤ *Rosters* on p. 27.
USER PROFILES	Create and edit your User Profile, check out user stats and set up your audibles and user settings from here. For more information, ➤ *User Profiles* on p. 31.
MADDEN CARDS	Trade and Risk your Madden Cards. For more information, ➤ *Madden Cards* on p. 32.
SETTINGS	Adjust your game settings for the season. For more information, ➤ *Settings* on p. 35.
MEMORY CARD	Save your Season to your MEMORY CARD (8 MB) (for PlayStation 2). For more information, ➤ *Memory Card (Saving, Loading and Deleting)* on p. 38.

PLAY WEEK

This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that have been played.


play week
help
Weekly Sched.
-At-
Week 1
W-L-T
Result
Buccaneers at Patriots 0-0-0 0-0-0 Sun Sep 3 1:00 PM
Jets at Packers 0-0-0 0-0-0 Sun Sep 3 4:15 PM
Chargers at Raiders 0-0-0 0-0-0 Sun Sep 3 4:15 PM
Seahawks at Dolphins 0-0-0 0-0-0 Sun Sep 3 4:15 PM
Selected game
Week Match-ups

PLAYING A GAME

In order to advance through your season, you must either play your designated games or simulate them.

To play a game in Season mode:

1. Select PLAY WEEK and press ✖.
2. Select WEEKLY SCHEDULE or TEAM SCHEDULE and press ✖.
3. Scroll through the games on the schedule.
4. Highlight a game on the schedule that you wish to play and press ●. A checkmark appears on your selected game.
5. Press ✖ to play the game.

✧ If you have highlighted a game that does not have a checkmark next to it, press ✖ and then highlight your final option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK, or SIMULATE SEASON. Press ✖ again to continue.

NOTE: If you wish to bypass a game on the schedule, the computer will simulate the outcome for you. The computer can simulate a week for you and if you wish, even the season. After a game is simulated, the final score appears next to that game.

SIMULATING GAMES

This is a helpful tool if you want to have the CPU quickly play all of its games in a week. There are three different ways to simulate games on the schedule: SIMULATE GAME, SIMULATE WEEK, and SIMULATE SEASON.

SIMULATE GAME	Simulate the highlighted game in the schedule.
SIMULATE WEEK	Simulate all games, including user-controlled games. After it is finished simulating the entire week, the schedule for the next week will appear.
SIMULATE SEASON	Simulate all regular season games listed in the schedule for the year.

NOTE: If you are only simulating the current week rather than a group of weeks, user-controlled games will not be simulated.

DURING THE SEASON

During the season, you can control any team, on any week, at any point during the year. You can also make player trades, sign free agents and change game settings. Whether you're playing or simulating the games, you can also get all the league information from the Season Menu. You can also access your Madden Cards and User Profiles at any time during the season.

✧ For more information on roster moves, ➤ *Rosters* on p. 27.

AFTER THE SEASON

The season ends after the AFC-NFC Pro Bowl. However, you do have the option to continue on to another season. If you decide to continue, your Season mode game turns into Franchise mode and the computer generates a new schedule for you. If you decide not to continue, the season is over.

NOTE: There is a distinct difference between Season mode and Franchise mode. Playing in a franchise, you continue playing season after season and are allowed to enter the off-season where you can make draft picks and negotiate player contracts. Players may retire at the end of a season and player attributes can change during the off-season through player progression. Your team's roster will continue to change through the entire franchise. In Season mode, the players you have at the start of the year never change, and you won't be given the option to perform off-season operations.

FRANCHISE

Run your own franchise and build football's next dynasty. Play multiple NFL seasons and see if you can remain the powerhouse year in and year out. Build your roster through the NFL draft and pick up the missing pieces by signing key free agents. When a key player retires, make a trade and fill the void. Not only are you battling the teams on the field, your fighting them off the field as well. This is *Madden NFL 2001* football.

BUILDING A FRANCHISE

To begin a new Franchise:

1. From the first list of options at the Main menu, scroll to FRANCHISE and press ✖. A Franchise Setup box appears.
2. Select NEW from the pop-up box and press ✖. A new Franchise is initialized.

FRANCHISE SETUP

Build your franchise from the ground up. Begin by selecting a team and a coach.

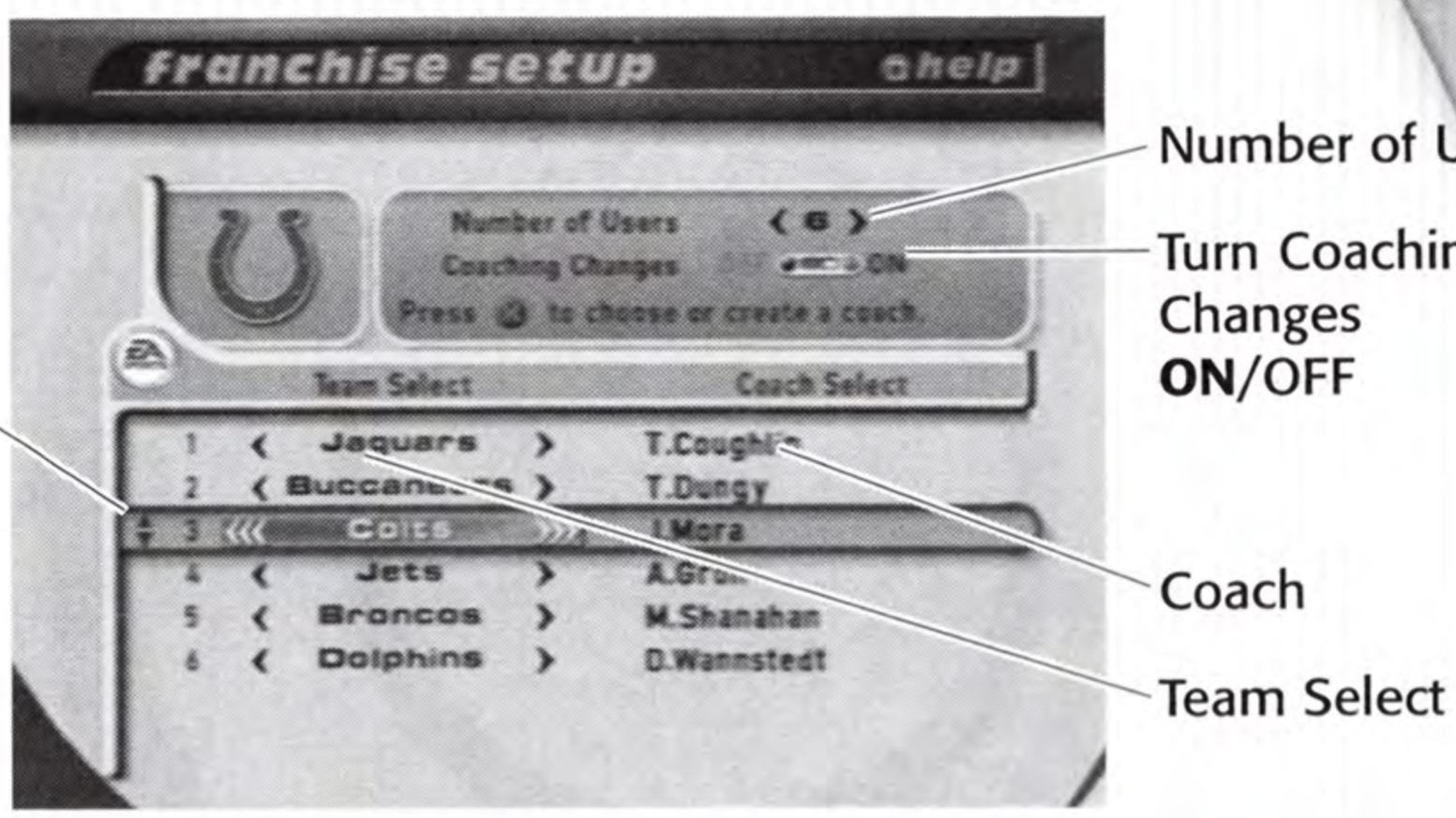
NOTE: More than one Franchise can be run at one time. However, all Franchises are operated separately.

To begin YOUR Franchise:

1. Choose a number of users in your franchise mode.
2. Toggle Coach Changes **ON**/OFF. When ON, coaches may resign during the course of a franchise.
3. Press ✖ to select a team to run.

SELECTING A TEAM

The team select column shows a list of the teams that are currently enlisted in the franchise. All NFL teams are available for you to run.

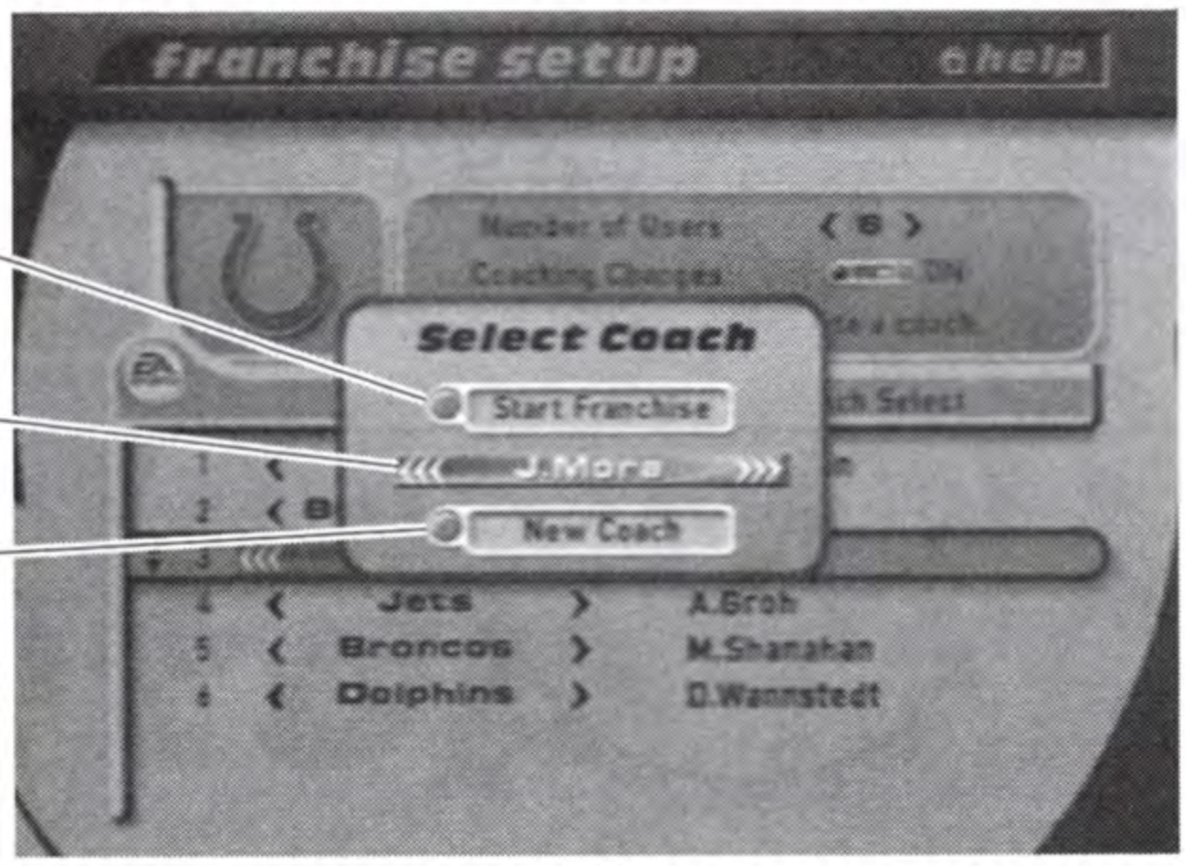


To pick a team:

1. From the Team Select column, D-Button ↔ until the team you wish to run appears. Press ✖ to select a coach or start a franchise.

SELECTING A COACH

All NFL coaches and their playbooks are available for you. If none of the coaches satisfy you, create one of your own.



To select a current NFL coach:

➥ After you select a team to run, a Coach pop-up box appears. Highlight **START** FRANCHISE if you wish to start the season with the current coach and press ✖. From here, your first NFL season begins.

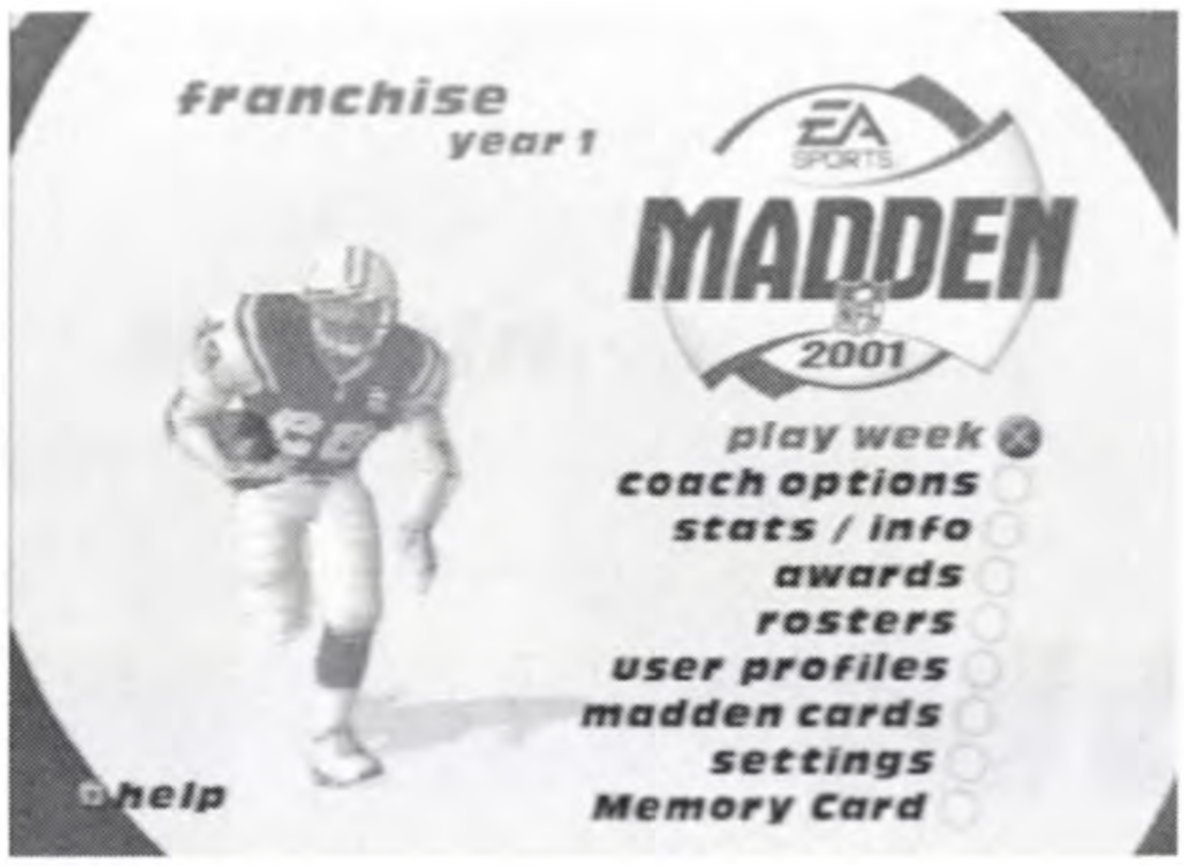
To select another NFL coach:

1. If you wish to change coaches, from the Coach pop-up box, D-Button ↔ until you find the coach of your choice.
2. Highlight START FRANCHISE and press ✖. Your first NFL season begins with a new coach running the team.

To create a NFL coach:

1. If you wish to create your own coach, from the Coach pop-up box, highlight NEW COACH and press ✖. The New Coach menu appears.
2. Highlight NEW COACH and press ✖ to create a name.
3. Type in a name from the keyboard pop-up and press OK. Your new coach's name appears on the screen.
4. Select a body type for your coach (optional). When finished, select OK and then press ✖.
5. Once your coach is created, highlight START FRANCHISE and press ✖. The Franchise "Year 1" screen appears.

FRANCHISE MENU



PLAY WEEK

This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that have been played. You can also view the team schedules, records, and results for the year.

COACH OPTIONS

Profiles: Lets you set various coaching options for your team. You can choose your playbook, your coaching strategy and set various off-season assistance options.

Positions: Allows you to view all of the user coaches and their current position. You can also modify which team you are coaching.

Ratings: View various coach career stats.

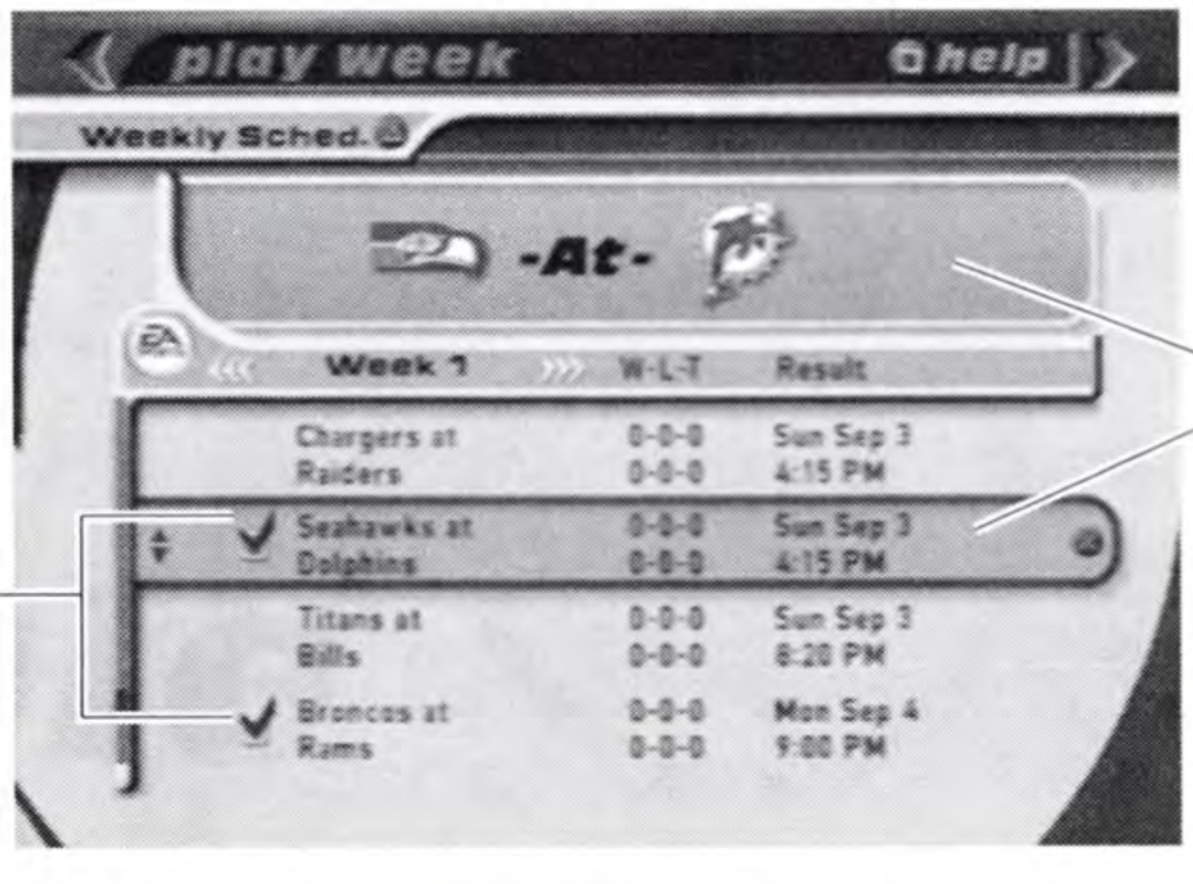
STATS/INFO

Access all the team and Individual stats, team rankings, league standings. The injury report and league news is also available from the menu.

AWARDS	View weekly and yearly awards.
ROSTERS	View team rosters and make all player movements. For more information, ➤ *Rosters* on p. 27
USER PROFILES	Create and edit your User Profile, check out user stats, and set up your audibles and user settings from here. For more information, ➤ *User Profiles* on p. 31.
MADDEN CARDS	Trade and Risk your Madden Cards. For more information, ➤ *Madden Cards* on p. 32.
SETTINGS	Adjust your game settings for the season. For more information, ➤ *Game Settings* on p. 35.
MEMORY CARD	Save your Franchise to your MEMORY CARD (8 MB) (for PlayStation 2). For more information, ➤ *Memory Card (Saving, Loading and Deleting)* on p. 38.

PLAYING A FRANCHISE GAME

Although playing a Franchise game is similar to playing a Season mode game, users in Franchise mode can only control their own team. All other games must be simulated.


play week
help
Weekly Sched.
-At-
Week 1
W-L-T
Result
Chargers at Raiders 0-0-0 0-0-0 Sun Sep 3 4:15 PM
Seahawks at Dolphins 0-0-0 0-0-0 Sun Sep 3 4:15 PM
Titans at Bills 0-0-0 0-0-0 Sun Sep 3 8:20 PM
Broncos at Rams 0-0-0 0-0-0 Mon Sep 4 9:00 PM
Selected game
Franchise-run games

To play a game in Franchise mode:

1. Highlight Play Week from the Franchise menu and press ✖.
2. Scroll through the games on the weekly schedule.
3. Highlight a Franchise-run game and press ✖ to go to the Controller Select screen.

✧ For information on simulating a game, ➤ *Simulating Games* on p. 19.

DURING THE FRANCHISE

During the season, you can make player trades, sign free agents, and release players. You can also get all the league information from the Franchise menu and make other roster moves. You can also access your Madden Cards and User profiles at any time during the season.

✧ For more information on roster moves, ➤ *Rosters* on p. 27.

AFTER THE FRANCHISE

After any season, it's time to think about the future. Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams. You can re-sign, trade, and draft players and sign free agents.

OFF-SEASON SCHEDULE

To begin off-season transactions, highlight OFF-SEASON SCHEDULE and press ✖. Steps 1-7 of the off-season schedule appear.

RETIRED PLAYERS — View the retired players from every roster.

RE-SIGN PLAYERS — Negotiate contracts with players from your own team.

⮑ To begin contract negotiations, highlight an unsigned player and press ✖. Offer a salary and press ✖ to submit the offer sheet. The player either accepts or declines the offer.

FREE AGENT SIGNING — Before the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap.

NFL DRAFT — Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time.

➪ To select a player, press ✖. To simulate the draft at any time, press **START**. Then select YES and press ✖ again when you are asked if you wish to simulate the rest of the NFL draft.

SIGN DRAFT PICKS — After the draft, you must sign your draft picks to your roster.

RE-ORDER DEPTH CHARTS — Allows for modification of the roster before the new season.

START NEW SEASON — Begin a new year of football.

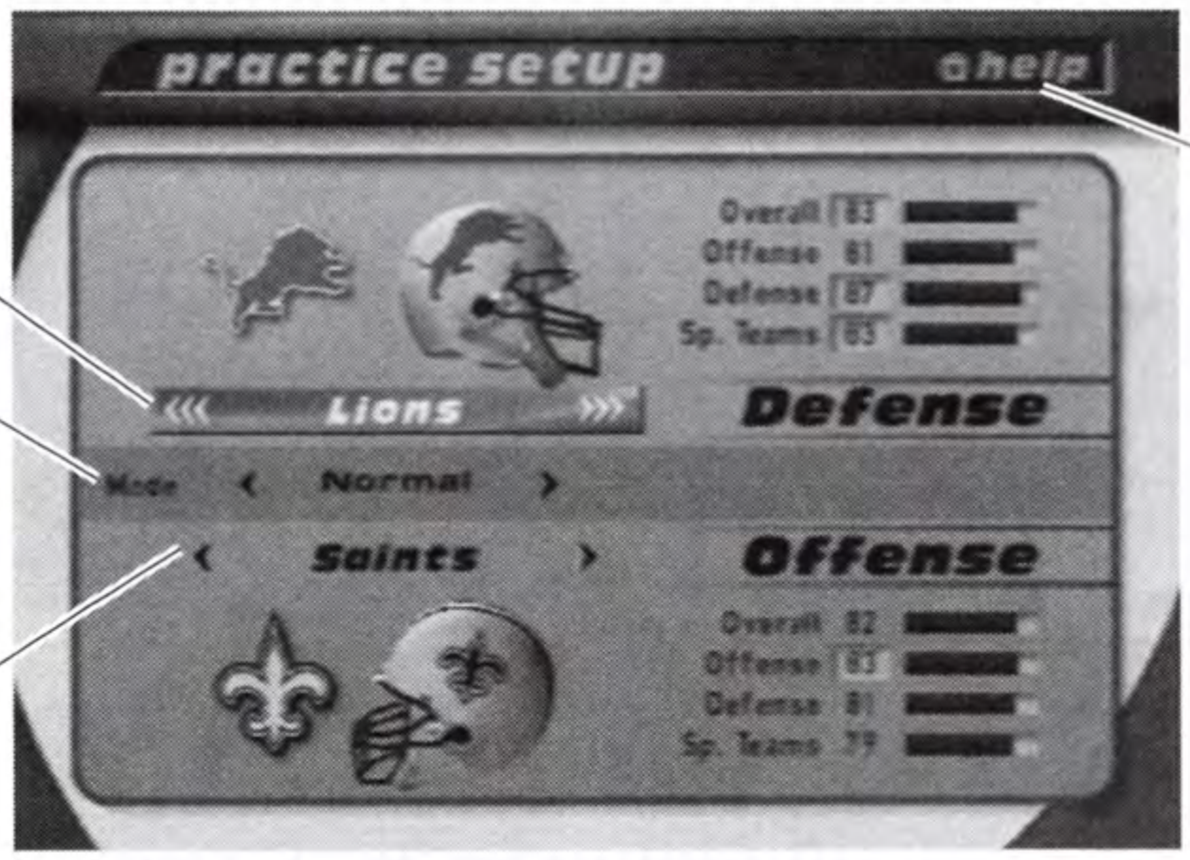
NOTE: If you wish to skip any steps in the off-season, the computer will simulate the step for you. After all the off-season steps are complete, the next season begins.

PRACTICE

Madden NFL 2001's practice mode is beneficial to help you brush up on your playing skills or master a team's playbook.

PRACTICE SETUP SCREEN

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. You must also select a practice type.



MODE

These options give you the ability to select what aspect of your team you want to control (**NORMAL**, OFFENSE ONLY, or KICKOFF). If you want to practice offensive plays without a defense on the field, choose OFFENSE ONLY. If you want to practice playing offense or defense, choose NORMAL. If you want to practice kickoffs or returning kickoffs, choose KICKOFF.

➥ Once you are finished setting up your practice settings, press ✖ to reach the Controller Select screen.

CONTROLLER SELECT / PLAYBOOK

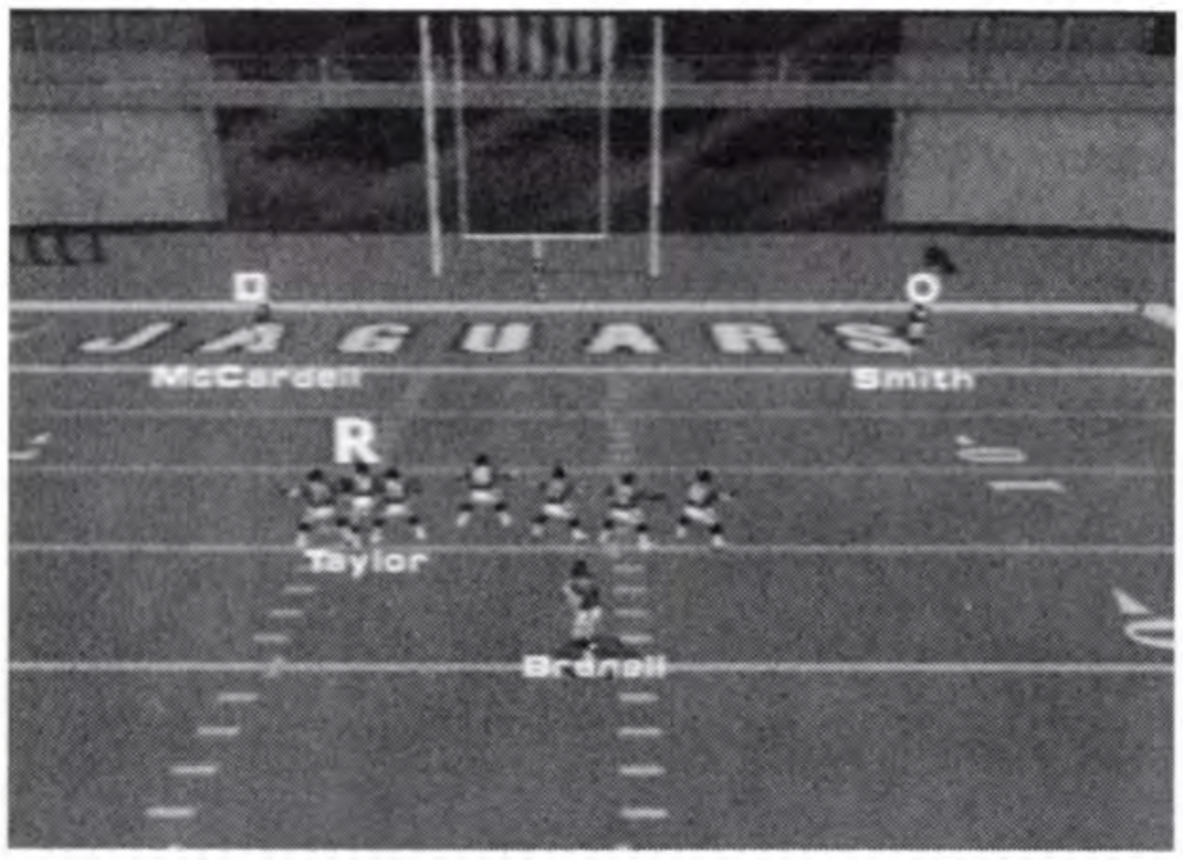
Select the team you want to control and which playbook you want to practice with.

➥ To select from a list of playbooks, press ●.

➥ After you select a controlled team, press ✖ to reach the practice field.

PRACTICE FIELD

Once you're on the practice field, you can run every play in your playbook.



Practice Field

➥ To re-spot the ball, press **L2**. Then D-Button to select the new spot, and press ✖ when finished.

➥ To choose a new play, press **SELECT**.

PRACTICE PAUSE MENU

Press **START** during practice to reach the Pause menu for a list of options. From here, you can change game settings, choose a new play, switch your practice type, substitute players and more.

RESUME PRACTICE	Resume your practice in progress.
INSTANT REPLAY	View all the action from the last play that occurred on the field.
RE-SPOT BALL	Re-spot the ball anywhere on the field, between the hash marks.
CHOOSE NEW PLAY	Change to a new play to practice.
PRACTICE TYPE	Switch to a new practice type (NORMAL, OFFENSE ONLY, KICKOFF)
CONTROLLER SELECT	Select a new team to control.
SUBSTITUTIONS	Sub in players on the bench.

SETTINGS	Change your game settings. For more information, ➤ *Settings* on page 35.
CAMERA VIEW	Select your camera view.
QUIT	Quit the practice.

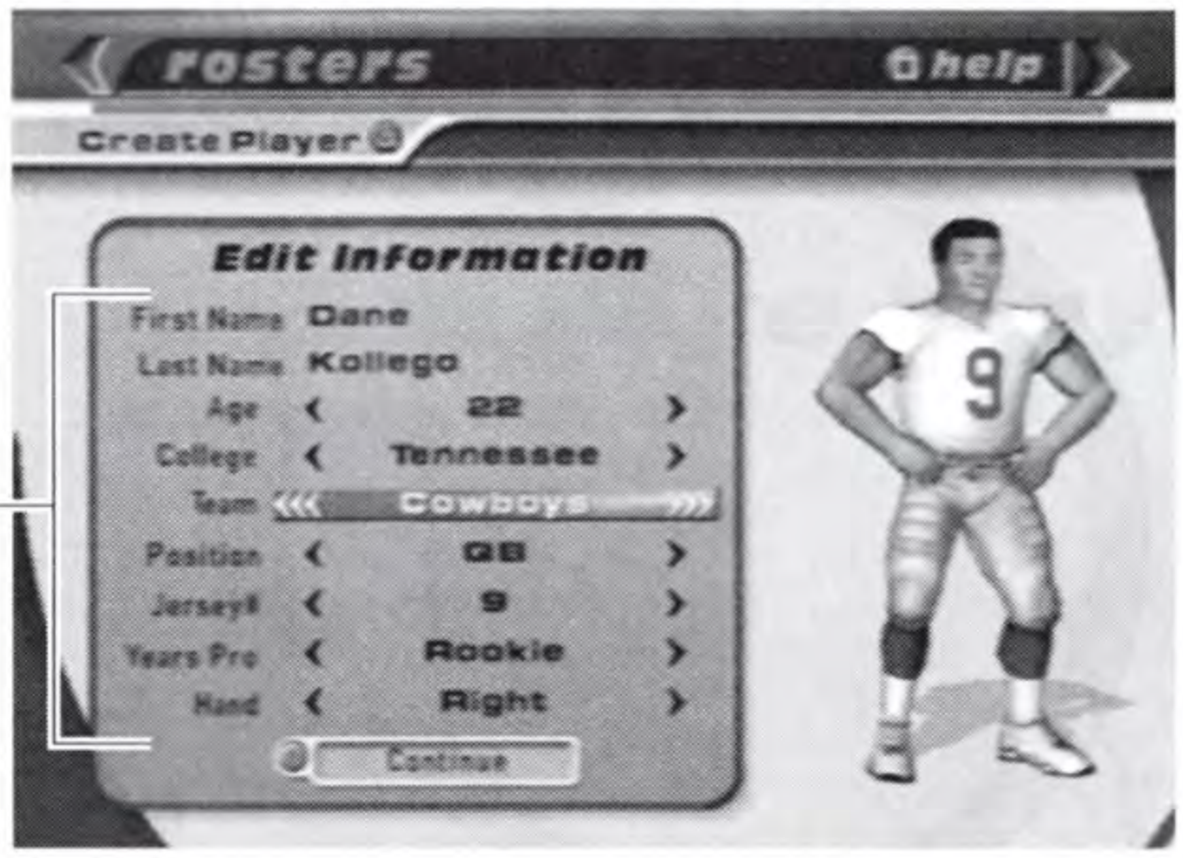
MAIN MENU OPTIONS

ROSTERS

Make key roster moves to strengthen your lineup. Trade players from team to team to add depth, sign key free agents to fill holes, release players to make room, and create a player for that special need. It's the ultimate *Madden NFL 2001* experience.

CREATE A PLAYER

Create a player for that position in need.



To create a new player:

1. From the Roster screen, highlight Create Player and press ✖.
2. From the Edit Information screen, create a first name for the new player and select OK. Next, create a last name.
3. After you created a name, pick an age, college, team, position, jersey number, years pro, and throwing hand for your new player. When you're done, highlight CONTINUE and press ✖. The Edit Appearance screen appears.
4. From the Edit Appearance screen, select your player's height, weight, skin color, hair color, hair style, face, body size, muscle size, and flak jacket size. Highlight CONTINUE and press ✖. The Edit Equipment screen appears.
5. From the Edit Equipment screen, pick your player's equipment. When you're done, scroll down to CONTINUE and press ✖.
6. Set up your player attributes. Scroll down to DONE and press ✖ when you're finished.
7. Select CREATE AND EXIT and press ✖. Your new player is added to *Madden NFL 2001.*

VIEW ROSTER

View all NFL team rosters by team and position.

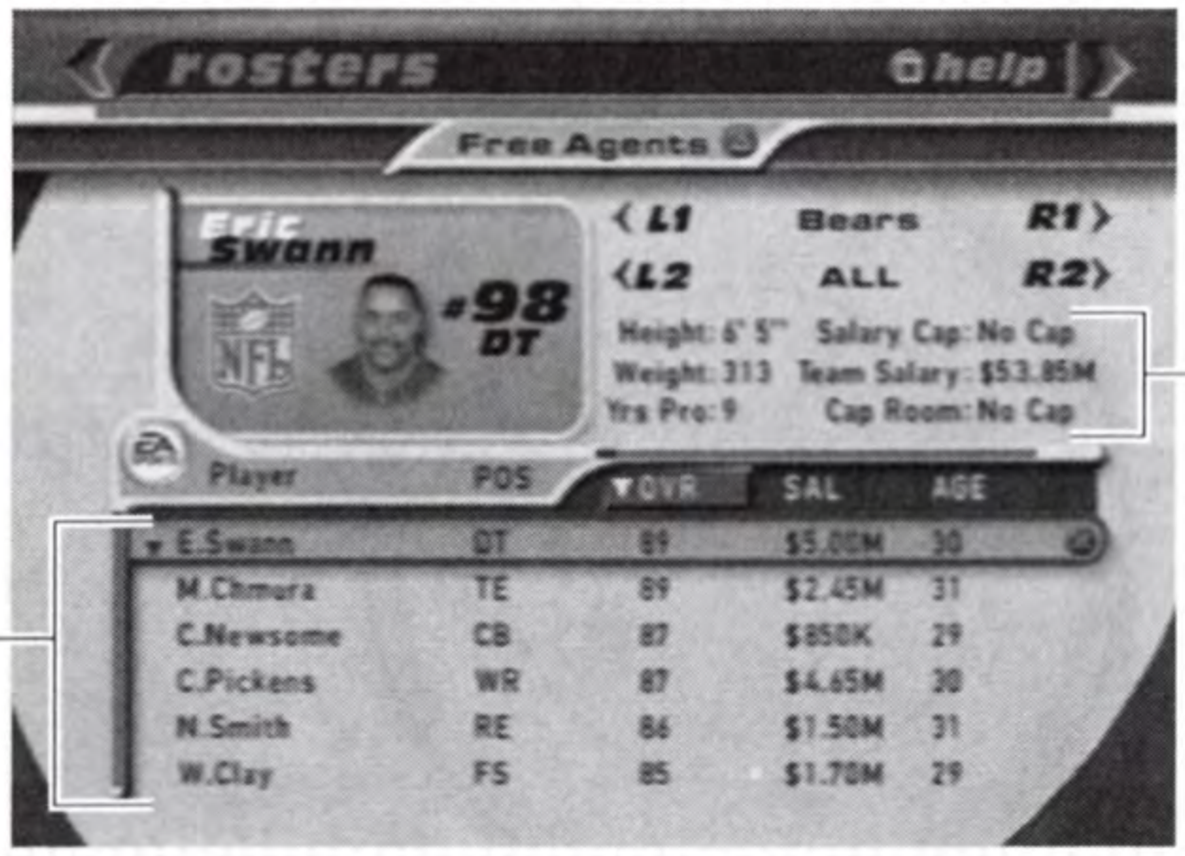
✧ **L1** and **R1** can be used to change teams. **L2** and **R2** can be used to focus on a particular position.

BREAKDOWN

View all NFL team rosters by team and position. Here, all the active rosters are broken down by position.

FREE AGENTS

Sign a Free Agent to a team.


rosters
help
Free Agents
Eric Swann
#98 DT
L1 Bears R1
L2 ALL R2
Height: 6' 5" Salary Cap: No Cap
Weight: 313 Team Salary: $53.85M
Yrs Pro: 9 Cap Room: No Cap
Player POS OVR SAL AGE
E.Swann DT 89 $5.00M 30
M.Chmura TE 89 $2.45M 31
C.Newsome CB 87 $850K 29
C.Pickens WR 87 $4.65M 30
N.Smith RE 86 $1.50M 31
W.Clay FS 85 $1.70M 29

Team salary cap information

Free agent list

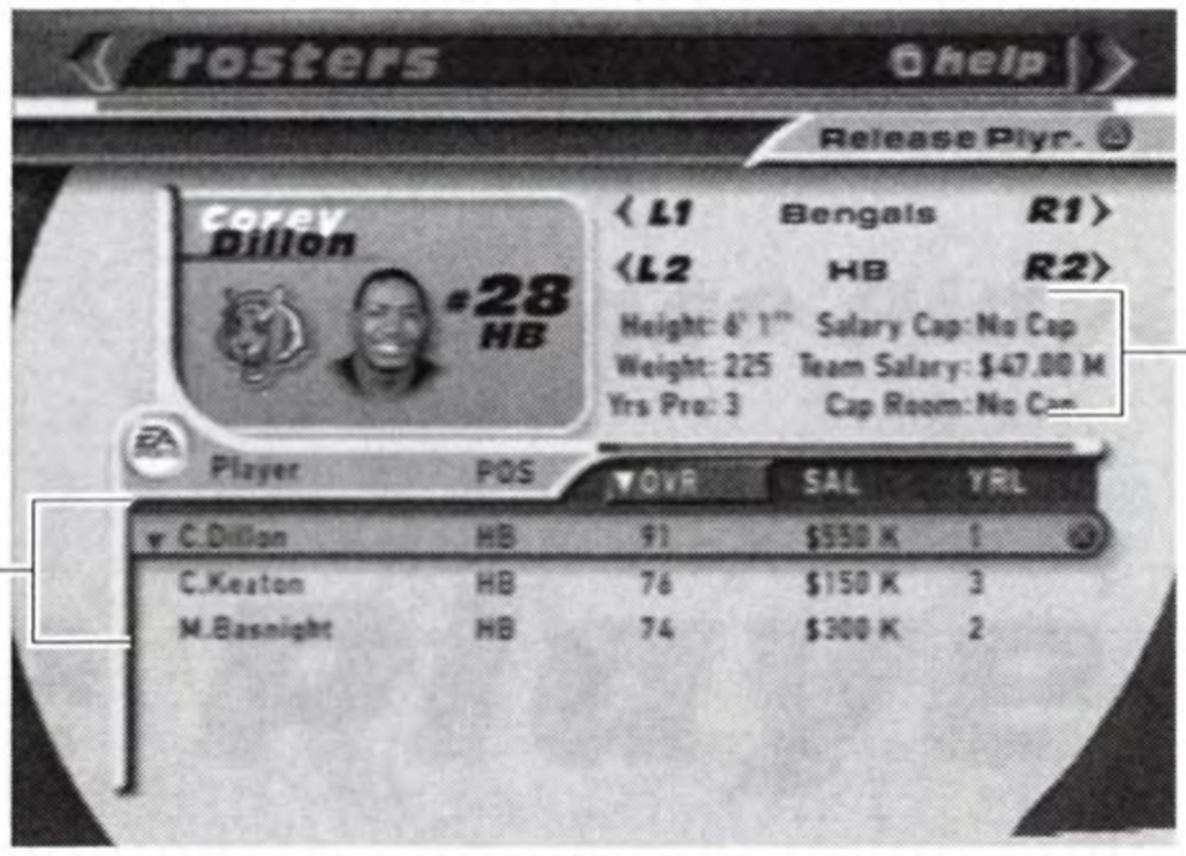
To sign a free agent:

1. Highlight FREE AGENTS and press ✖.
2. Press **L1** or **R1** to change teams and view salary cap information for that team.
3. If there's room under the cap, highlight the player you wish to sign and press ✖.

✧ In Season and Franchise mode, players may reject your offer if it is too low. If this happens, adjust your offer and resubmit it.

RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list.


rosters
help
Release Plyr.
Corey Dillon
#28 HB
L1 Bengals R1
L2 HB R2
Height: 6' 1" Salary Cap: No Cap
Weight: 225 Team Salary: $47.00 M
Yrs Pro: 3 Cap Room: No Ca
Player POS OVR SAL YRL
C.Dillon HB 91 $550 K 1
C.Keaton HB 76 $150 K 3
M.Basnight HB 74 $300 K 2

Team info

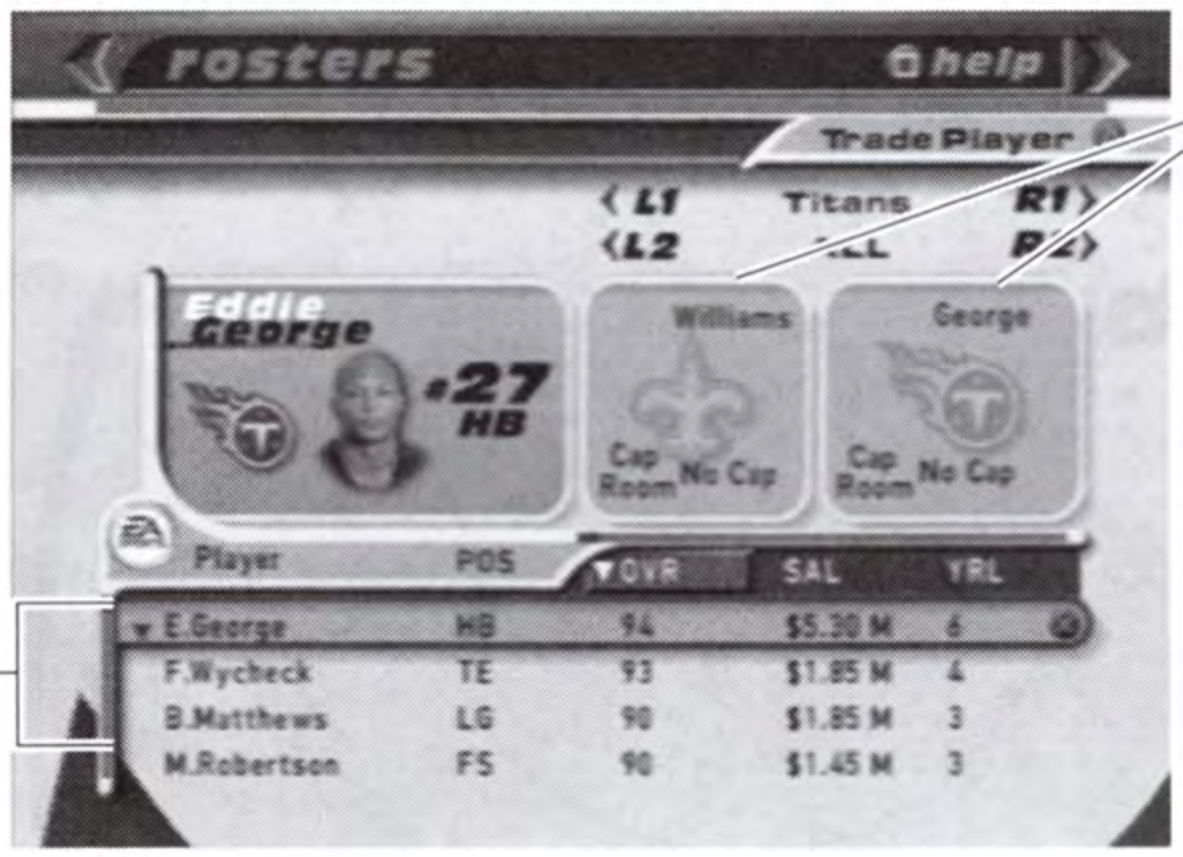
Active Roster

To release a player:

1. Highlight RELEASE PLYR. and press ✖.
2. Press **L1** or **R1** to view a team's roster.
3. Highlight the player you wish to release and press ✖.
4. When prompted select YES and press ✖ to confirm the player's release.

TRADE PLAYER

Trade Players from team to team.

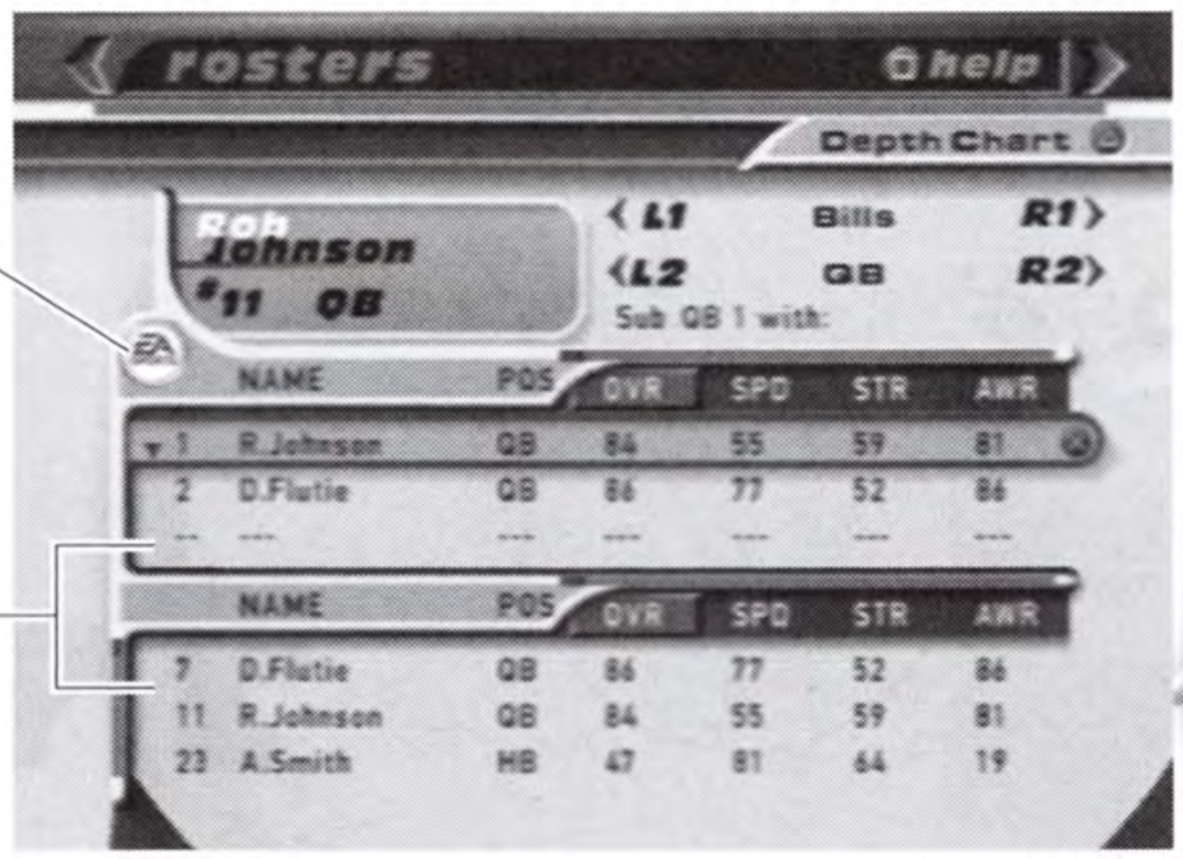


To trade a player:

1. Highlight TRADE PLAYER and press ✖.
2. Highlight a player from any team roster and press ✖. His picture appears in the trade window.
3. Highlight the player (from another team) that you wish to trade for and press ✖.
4. Press **START** and the trade is either accepted or declined. If the trade is accepted select YES and press ✖ to proceed.

DEPTH CHART

Re-Order the Depth Chart of all NFL teams.

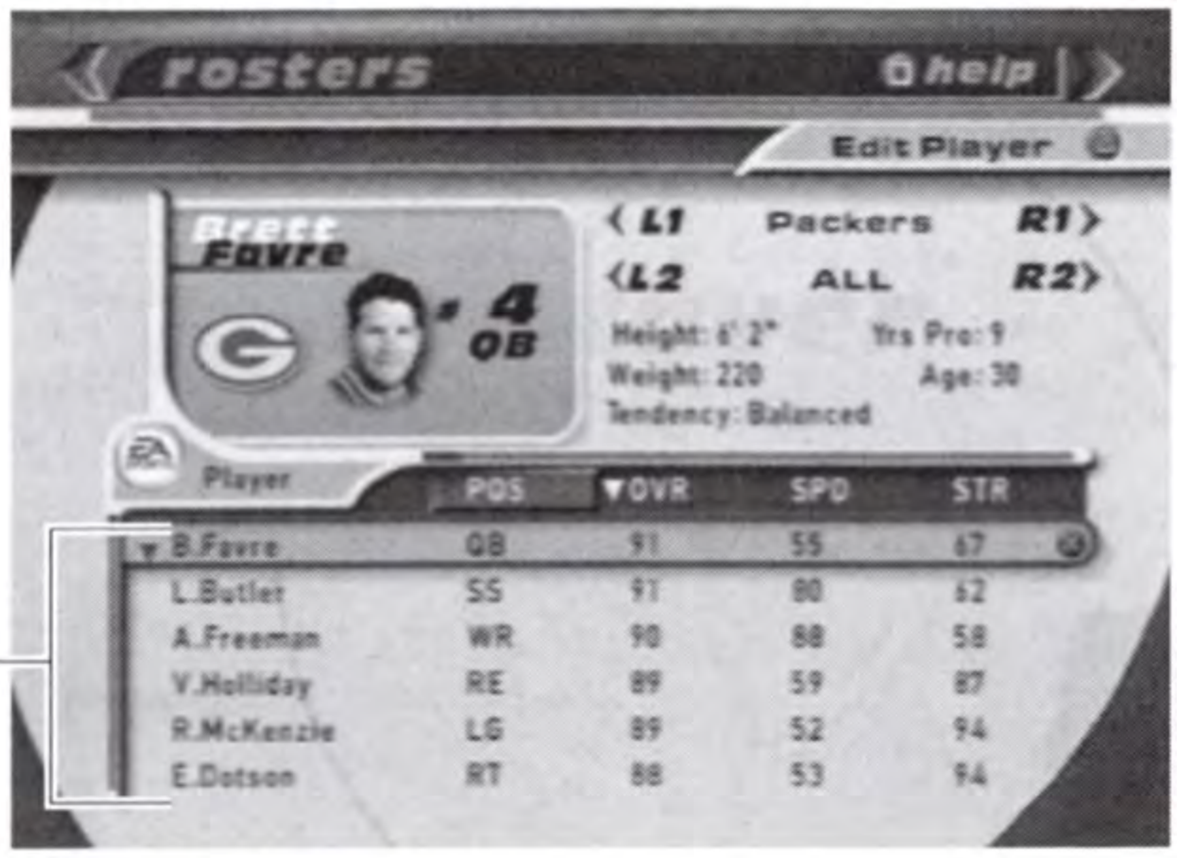


To change the order of the depth chart:

1. Highlight DEPTH CHART and press ✖.
2. Highlight a player from the depth chart screen (on top) and press ✖. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press ✖. The new player is inserted into the depth chart.

EDIT PLAYER

Change the attributes, equipment, appearance and personal information of any player.



Player characteristics

To edit a player:

1. Highlight EDIT PLAYER and press ✖.
2. Find the player you wish to edit and press ✖ again.
3. Edit the highlighted player. Changes to equipment, appearance, and player info can be made. For more information, ➤ *Create a Player* on p. 27.

DELETE PLAYER

Delete a created player.

To delete a player:

1. Highlight DELETE PLAYER and press ✖.
2. Find the player you wish to delete and press ✖ again. That player is then deleted from the Roster menu.
3. When prompted, select YES and then press ✖.

LOAD ROSTER

This screen allows you to load a previously saved roster from your MEMORY CARD (8 MB) (for PlayStation 2).

⮑ Press **R2**/**L2** to switch between MEMORY CARD slots. For more information, ➤ *Memory Card (Saving, Loading and Deleting)* on p. 38.

To load a player:

1. Highlight LOAD ROSTER and press ✖.
2. Select the roster that you wish to load and press ✖.

USER PROFILES

Keep your audibles and favorite team game-ready along with your stats with a User Profile.

NEW/EDIT PROFILE

Keep track of your personal stats by creating a User Profile.

To create a new User Profile:

1. Highlight NEW/EDIT PROFILE and press ✖.
2. From the New/Edit Profile menu, highlight CREATE NEW PROFILE and press ✖.
3. Highlight the Profile Name in the User Profile setup box and press ✖.
   A keyboard pop-up appears.
4. From the keyboard pop-up, create a name for your User Profile, select OK and press ✖ when done. The User Profile setup box reappears.
5. Choose a playbook for you User Profile by highlighting PLAYBOOK SELECT. Press ✖ to see a list of playbooks. When you've found the playbook you wish to use, press ✖ again.
6. From the User Profile setup box, highlight DONE and press ✖. Your new User Profile appears on the Profile Name list.

✧ To remove a created Profile, highlight the profile name and press ●. Then select YES and press ✖ to complete the deletion.

NOTE: Your profile has not been saved to a MEMORY CARD (8 MB) (for PlayStation 2) at this point. However, you will be prompted to save when leaving the User Profile section. For more information,
➤ *Memory Card (Saving, Loading and Deleting)* on p. 38.

USER STATS

View Overall, User vs. User, and Personal Best stats.

OVERALL	View your overall stats for offensive and defensive categories and more.
USER VS. USER	View your game stats vs. other User Profiles.
PERSONAL BEST	View personal bests for ALL User Profiles.

SET AUDIBLES

Set your offensive and defensive audibles. Each team has 10 audibles – five on offense and five on defense.

To set an audible:

1. D-Button ↔ to select either OFFENSE or DEFENSE and press ✖. Your cursor moves to the play windows.
2. Highlight one of the audibles from the play windows and press ✖. The cursor moves to the formation window.
3. Select a formation, and then a new play from the bottom window and press ✖ to accept the new audible.

✧ To flip any audible, press **R2**.

USER SETTINGS

Set specific game settings for a User Profile. For information, ➤ *Settings* on p. 35.

LOAD PROFILES

Load a User Profile from a MEMORY CARD (8 MB) (for PlayStation 2) to *Madden NFL 2001.*

To load a User Profile from your MEMORY CARD (8 MB) (for PlayStation 2):

➪ From the Load File screen, highlight the Profile you wish to load and press ✖. The Profile is now loaded in the game.

MADDEN CARDS

Earn tokens for each Madden Challenge task completed and use tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

CARD BOOK

View the cards you have collected or buy new packs.

To Buy a pack of Madden Cards:

1. From the Card Book screen press ●. If you have tokens available, you will receive a message asking if you would like to buy a new pack. Select YES and press ✖.
2. Scroll through the cards to see if you earned any new cards.

To Play or Sell a Madden Card:

✧ You can sell back a Madden Card to recoup tokens.

✧ Activate a card to reap its benefits. (Flip a card by pressing ● to see its attributes).

1. From the Card Gallery screen select a card to sell by highlighting it and pressing ✖. The View/Play Card screen appears.
2. Choose either PLAY CARD or SELL CARD and press ✖. The Card Gallery screen reappears.

NOTE: Some cards such as CHEATS and CURRENT PLAYERS can only be activated during a game. ➤ *Play Madden Cards* on p. 16.

To Risk a Madden Card:

✧ Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

1. From the Controller Select screen, press ✖ to access User Options.
2. Select a User Profile if one is not already in use.
3. Highlight the Risk cards option and press ✖. The Risk Cards screen appears.
4. Press ✖ to select a card, then press ● to flip the card.
5. Select ADD TO RISK and press ✖.
6. When you are finished selecting cards, press **START** to initiate the wager.
7. At the pop-up window confirm that you wish to risk these cards to return to the Controller Select screen.

✧ The player who wins the game, wins the cards!

➪ To cycle through loaded profiles, press **L1**/**R1**.

RATING SYSTEM

There are four categories in which Madden Cards are rated.

CARD LEVEL	Generally, Gold cards last for an entire half of game, Silver cards last for an entire quarter, and Bronze cards for 1 play. On some cards the levels affect the amount of change rather than the length of time available. Read the back of the card for details.
POWER (P)	Indicates how "strong" a card is.
VALUE (V)	The number of tokens assigned to a card, based on its rarity.
RARITY (R)	The odds of getting a particular card.
LIFE (L)	Life expectancy of a card (unlimited or once).

STATUS

TOKENS EARNED	Percent of tasks completed at a particular level.
BALANCE	Total number of Madden tokens for that user.

USER SELECT	Use **L1** and **R1** to cycle through and choose one of four User Profiles.
LEVEL SELECT	Use **L2** and **R2** to cycle through the five Challenge Levels.
TOKEN SCALE TABLE	The number of tokens earned on each skill level for completing a task.
CHALLENGE TASK TABLE	List of tasks for the selected level. The token scale has a highlighter box around the particular level at which a task has been completed.

TRADE

To Trade a Madden Card:

1. From the Madden Cards Main screen, choose TRADE then press ✖. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing **L1**/**R1**.
3. To scroll through available cards, press D-Button ↔, then press ✖ to select the highlighted card.
4. Press ● to flip the card.
5. Select ADD, then press ✖. The card has been added to the trade.

✧ You can include up to three cards in a trade.

6. The second player repeats this process for his/her User Profile.
7. When all cards have been added to the trade proposal, press **START** to initiate the trade. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press ✖.

NOTE: You may remove a card from a trade by selecting a card, flipping it, and then selecting REMOVE.

RECORDS

From the Records screen you have the ability to view all of the current records and the record holders. Each record has its own card. When an all time record is broken, the corresponding card is updated here.

➥ Press ✖ with the card highlighted to view the card up close.

SETTINGS

GAMEPLAY

QUARTER LENGTH — Set the length for game quarters between 1 to 15 minutes. The default length is set at **5** minutes.

SKILL LEVEL — Set to skill level to ROOKIE, **PRO**, ALL-PRO, or ALL-MADDEN.

INJURIES — When **ON**, players may get injured during the game. The computer substitutes injured players out of the game.

GAME FATIGUE — When **ON**, fatigue may affect player performance.

MADDEN CHALLENGE — When **ON**, you can take the Madden Challenge and earn tokens for completing tasks during your game.

EASY PLAY

EASY PLAY — Turn the EAsy Play feature **ON**/OFF. EAsy Play allows novice users to play the game with ease.

NOTE: If EAsy Play is set to OFF, the settings listed below will not affect gameplay.

PENALTIES — Turn all penalties ON/**OFF**. When OFF, no penalties will be called.

PLAY CLOCK — Turn the play clock ON/**OFF**. When OFF, the play clock is not a factor.

PLAY NOTIFICATION — Set to **1 Player**, 2 Player, or OFF. When set to 1 or 2 Player, the play(s) chosen will be displayed as you are lining up.

PASSING MODE — Select NORMAL for traditional button-based passing, or **QUICK** to simplify passing – you no longer need to press ✖ again to bring up the passing symbols.

PLAY CALL MODE — Select NORMAL for the traditional play calling system or **GO TO GUY** to choose plays based on a key player.

PASS ASSIST — Turn Pass Assistance **ON**/OFF. When ON, passing AI settings are adjusted to make passing easier.

CATCH ASSIST	Turn Catch Assistance **ON**/OFF. When ON, catching AI settings are adjusted to make catching easier.
RUN ASSIST	Turn Run Assistance **ON**/OFF. When ON, running AI settings are adjusted to make running easier.
KICK ASSIST	Turn Kick Assistance **ON**/OFF. When ON, kicking AI settings are adjusted to make kicking easier.

VISUAL

PLAYER DISPLAYS	Identify controlled player by **NAME**, POSITION, NUMBER, or set to NONE for no player display.
AUTO INSTANT REPLAY	Turn the automatic instant replay **ON**/OFF. When OFF, you have to go to the Pause menu to view instant replays.
FIELD LINES	Set the field line display to NONE, **FIRST DOWN**, LOS, or BOTH. When set to First Down, a yellow first down marker is displayed across the field. When set on LOS, the line of scrimmage is highlighted with a blue field marker. When set to BOTH, the First Down and LOS lines are on.
CAMERA	Set the camera view from one of five different angles.

PENALTY

PENALTIES	Turn all penalties ON/**OFF**. When OFF, no penalties will be called.
OFFSIDES	When ON, defensive offsides can be called. When **OFF**, no defender can run offsides.
PENALTY SLIDERS	Adjust the sensitivity of the penalties. Change the setting by moving the slider towards **+** or **-** using the D-button ↔.

TEAM / ROSTER

TEAM DEFAULT	Set the default teams at the Team Select screen in Quick Start and Exhibition modes.
RESET TEAM ROSTER	Restores the default roster to its original state, removing any trades, created players, etc. To perform this action select RESET ROSTER and press ✖.

AI

The AI settings allow you to fully customize various Offensive/Defensive AI settings for the human and CPU team.

PASS ASSIST	Turn Pass Assistance **ON**/OFF. When ON, passing AI settings are adjusted to make passing easier.
CATCH ASSIST	Turn Catch Assistance **ON**/OFF. When ON, catching AI settings are adjusted to make catching easier.
RUN ASSIST	Turn Run Assistance **ON**/OFF. When ON, running AI settings are adjusted to make running easier.
AI SETTINGS	Adjust various offensive or defensive AI settings for the user or CPU controlled teams.

➪ Change the setting by moving the slider towards **+** or **-** using the D-button ↔.

SOUND

COMMENTARY	Turn John Madden's play analysis and Pat Summerall's play-by-play game commentary **ON**/OFF.
SOUND MODE	Set sound output to **STEREO** or MONO.
MASTER VOLUME	Control the volume for all game sounds.
COMMENTARY VOLUME	Control the volume for in-game commentary.
CROWD VOLUME	Control the volume of the crowd noise.
FIELD VOLUME	Control the volume of on-field game noise.
MENU MUSIC VOLUME	Control the volume of the background music in all menus.
MENU SFX VOLUME	Control the volume of all menu sound effects.

CONTROLLER

CONTROLLER CONFIG.	Scroll through the available controller configurations to choose the one that best suits your playing style.
VIBRATION	Turn the Vibration function in the game **ON**/OFF.

FRANCHISE

TRADE DEADLINE	Turn the Trade Deadline during a Franchise **ON**/OFF.
SALARY CAP	When **ON**, teams in a franchise can't forget about the Salary Cap when trading players or signing free agents. When OFF, the sky is the limit.

IN GAME

PLAYER LOCK	(Defense only) When ON, the player that you select before the snap becomes the default player that you control at the start of each play. The default is **ON**.
AUTO SUBS	Turn the CPU assisted substitutions **ON**/OFF.
AUTO SUB OUT	Determines the energy level at which your players will be subbed out.
AUTO SUB IN	Determines the energy level at which your players will be subbed back into the game.
PASSING MODE	Select **NORMAL** for traditional button-based passing, or QUICK to simplify passing – you no longer need to press ✖ again to bring up the passing symbols.
PLAY CALL MODE	Select **NORMAL** for the traditional play calling system or Go To Guy to choose plays based on a key player.

MEMORY CARD (SAVING, LOADING, AND DELETING)

Save or load files from your MEMORY CARD (8 MB) (for PlayStation 2).

NOTE: Never insert or remove a MEMORY CARD (8 MB) (for PlayStation 2) when loading or saving files.

LOAD

To load a file:

1. From the Main menu, select MEMORY CARD to get to the Load/Save/Delete screen.
2. Highlight LOAD and press ✖.
   - ✧ Press **L1**/**R1** to change file types.
   - ✧ Press **L2**/**R2** to switch between MEMORY CARD slots.
   - ✧ Press ● to delete a file from your card.
3. Highlight the file you wish to LOAD and press ✖.

SAVE

To save a file:

1. From the Main menu, select MEMORY CARD to get to the Load/Save/Delete screen.
2. Highlight SAVE and press ✖.

- ✧ Press **L1**/**R1** to change file types.
- ✧ Press D-Button ↔ to switch between MEMORY CARD slots.

3. Highlight the file you wish to SAVE and press ✖.

4. Enter the name of the file using the keyboard pop-up to complete the save.

NOTE: If you have already saved the file, you will be prompted to overwrite the existing file instead of saving a new file.

DELETE

To delete a file:

1. From the Main menu, select MEMORY CARD to get to the Load/Save/Delete screen.

2. Highlight DELETE and press ✖.

- ✧ Press **L1**/**R1** to change file types.
- ✧ Press **L2**/**R2** to switch between MEMORY CARD slots.
- ✧ Press ● to rename a file on your card.

3. Select the file that you wish to delete and press ✖.

NOTE: If a Roster, User Profile, or Settings file is present on a MEMORY CARD (8MB) (for PlayStation 2), it will be auto loaded during the initial load.

INSIDE EA SPORTS

SEASON PREVIEW

Preview new releases from EA SPORTS.

CREDITS

See who's "In the Game" by viewing *Madden NFL 2001* credits.

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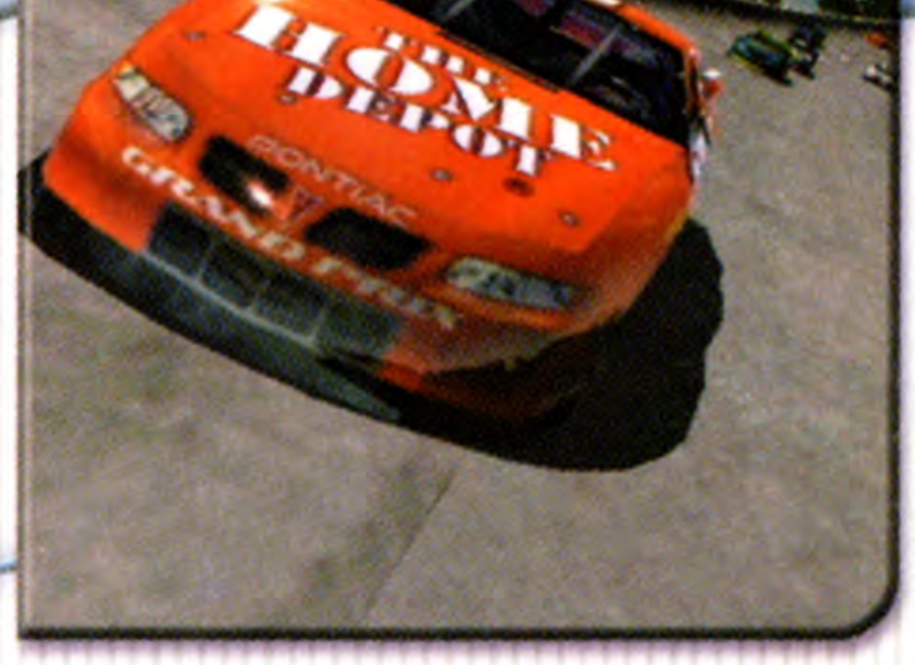

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